Gaming Gold! Nagano Winter Olympics '98

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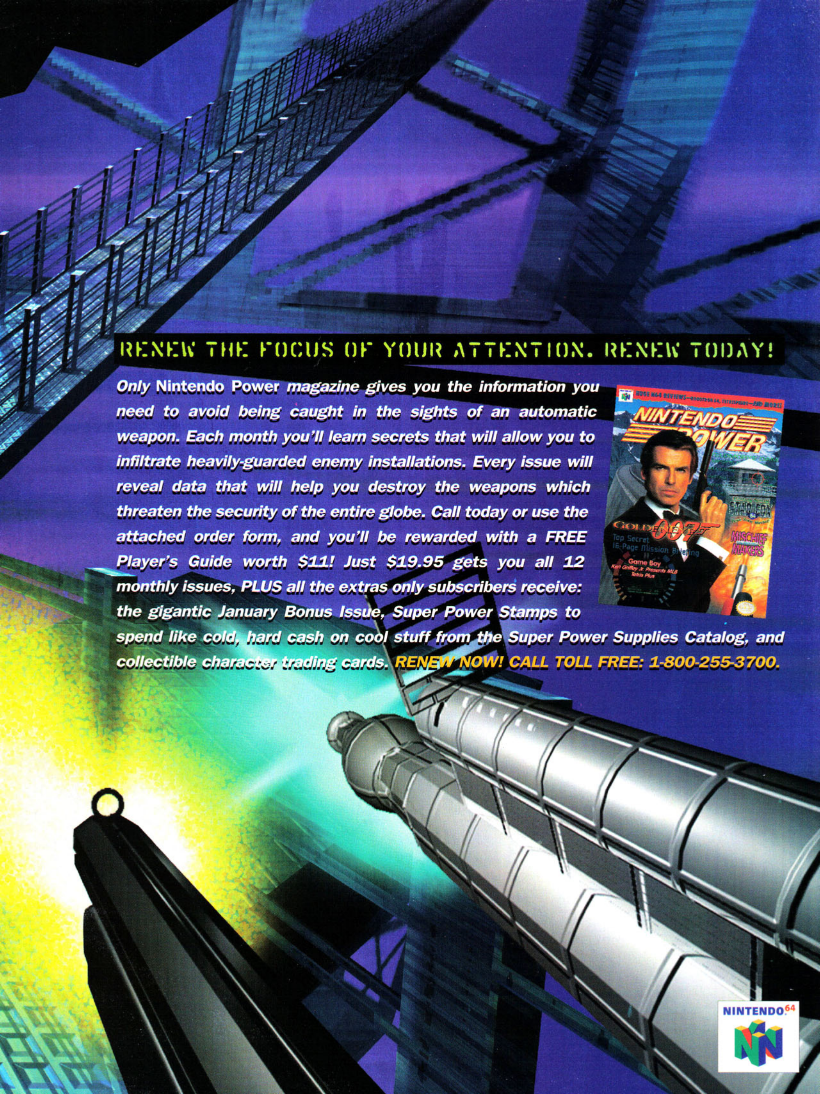
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WCW™ VS. nWo™ ★WORLD TOUR★

MAKE YOUR BEST SIGNATURE MOVE!

Are the big boys in the WCW and the NWO eating your lunch? If you're tired of looking like a dope on the ropes, don't get mad—get even. The February issue has your complete guide to over 100 moves for the best wrestlers featured in all five leagues of THQ's WCW Vs. NWO: World Tour.

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SPIRIT
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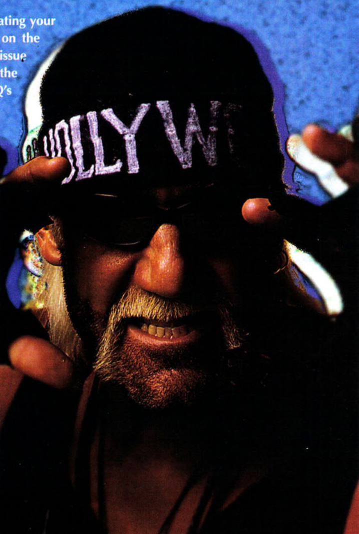
SPIRIT

SPIRIT
01:17
SPIRIT



DKR: THE HIDDEN CODES REVEALED

You would have to complete Diddy Kong Racing dozens of times to uncover all 21 of the random cheat codes that appear in the ending credits. Luckily for you, we have all of the codes in the game, starting on page 50!

PAGE 50

1ST
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1/3
×4
TIME
00:23:42

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NAGANO WINTER OLYMPICS '98

As the eyes of the world turn to the XVIII Winter Games in Japan this month, we'll take you there with a review of Konami's Nagano Winter Olympics '98. Read up on the tips you'll need to claim the top spot on the award podium.

PAGE 18

Best Point
27.9
Command
NAGANO
13
TONYS

PAGE 40

THE LEGEND OF THE MYSTICAL NINJA STARRING GOEMON

It looks a little like Mario 64, but how does it play? Get the story on Konami's Legend of the Mystical Ninja, plus strategies and hints for getting past the castles, towns and monsters in the first half of the game.

PLAYER'S PULSE

Happy Valentine's Day! Love is in the air and so is the spirit of winter sports. Snowboarding, hockey and olympic games abound this season. What winter games are making your heart skip a beat this Valentine's Day, or do sports games make your heart sick?

Tetris Feedback

Craig MacDonald claims in Volume 103 that Tetris is worse than Shaq Fu. Hello? Tetris is by far the best concept for a Game Boy game. It doesn't need a big screen, colorful and detailed graphics, complex controllers, or hours of time to play. My dad travels a lot for work and when he's on an airplane, he plays Tetris. He's tried a few other games, but he always comes back to Tetris and Dr. Mario. Does Shaq Fu have that kind of replay value, Craig?

Tim Kreider
Via the Internet

I completely agree that Tetris is one of the worst games of all time. So much so that I feel it is unfair to even consider Tetris to be a game. I prefer to think of it as an anti-boredom tool to be used in extreme situations.

Jack Meischen
Anderson Island, WA

Tetris is one of the best games of all time. It has a certain magic to it that leaves gamers wanting more. I hope that someday Craig MacDonald will learn to fully enjoy all the capabilities of this wonderful game.

Jeremy White
Lake Charles, LA

Tetris kept millions of people playing the game for almost 10 years and it is still going strong. I don't think it deserved #3 on the top 100, but it's still a great game.

Matt Krems
Via the Internet

Tetris is a huge building block for games everywhere. Its game design is great and has an astounding ability to involve the player.

Patrick Sullivan
Via the Internet

ok again for the tenth time
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Tell the story again Uncle Mario!
AWWW!! Not Again!
year 2064

Devin Roth • Glendale, California

Tetris is one of the best puzzle games I've ever played. Tetris has no end, or last level—that's what makes it cool.

Erik Svendsen
Salem, OR

Shirley Cheung • Colorado Springs, Colorado

I'm glad you put Tetris so high on your list. If anything, it wasn't high enough! (Besides, the worst game of all time is the NES "classic" Urban Champion.)

Jay Silverman
Via the Internet

THE NAME'S KONG. JAMES KONG.
JK
GORILLAEYE
007
LICENSE TO PEEL

Kris Bates • Vandenburg AFB, California

Tetris is the grandfather of puzzle games.

Steve Voight
Via the Internet

How could you not like Tetris, Craig? My teacher even recommended it as something that's challenging, fun and educational at the same time.

Michael Chagnon
Via the Internet

Do you know how many hours I've spent perplexed and tetrisized trying to place blocks before they fall so fast that I get squished below? Sure, Tetris has a simple concept, but doesn't every game?

This puzzler was one of the most successful in history: a version for almost every system, and they are still making different versions to drive even the best of block-layers mad! Tetris, Tetris Plus, Tetris Attack, Tetrisphere...the list goes on! I salute the Russian genius who invented the concept that still keeps us "Blockheads" in front of the vid screen.

Richard Bland
Via the Internet

Your Top 100 list named Tetris as the best puzzle game thus far. Though Tetris is very fun to play, and may be the most widely played puzzle game, it is not the most addictive. That title belongs to Bust-a-Move.

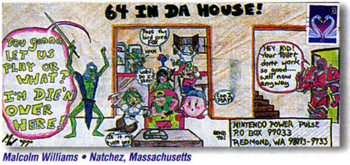
Gibson Yen
Via the Internet

Gibson, you'll be glad to hear that Acclaim will be releasing Bust-A-Move II for Game Boy. And Alexey Pajitnov, the creator of Tetris, will be happy to hear how enduring his game is and how endearing it is to its fans. And as far as Craig MacDonald, we're not sure what he'd like to hear, but it's probably not "we told you so."

Golden Blunders

You could find only one negative letter about GoldenEye 007? Here is another one for you. GoldenEye is nothing new.

Background Art: Manuel Fabian • Charleston, South Carolina


64 IN DA HOUSE!
You gonna LET US PLAY OR WHAT? I'M DIE'N OVER HERE!
Pass the bird seed FOX
HMM
When do I play?
Is it my turn yet
Can I PLAY?
HEY KID! Your toilet don't work so good.... well now anyway
SEND TO!
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M.W '97

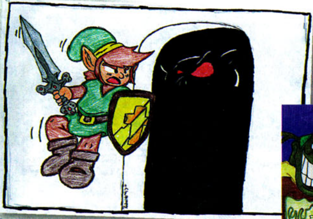
Malcolm Williams • Natchez, Massachusetts

It is just another boring, pointless shoot-'em-up. Just because it adds mission objectives doesn't mean it suddenly has a deep plot. The truth is, GoldenEye is just a boring game painted pretty with nice graphics.

Alex Oshmyansky
Via the Internet

I cannot see how anyone could enjoy playing GoldenEye. The play control is horrible. In GoldenEye, you are a floating gun. Nothing more. If there is something in your path, you can't tell it's there. "Why am I not moving forward?" (After a few seconds of adjusting the camera angle....) "Oh, I see. There's a fence in front of me." It's awkward to constantly use the analog stick to reorient yourself. Aiming, too, is impossible. Many letters praise GoldenEye because, unlike many games of its type, it actually has a plot. Games should not be praised simply because they have a plot. Simply having a plot should be a requirement. Add to that the fact that the game is based on one of the worst movies ever made, and you are left with the following description of GoldenEye: "fun at parties." Yay. Pass the confetti.

Dan Hegedus
Via the Internet



Ron Roberts • Bellevue, Kentucky

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L.C. Flowers

Whoa! Stop the confetti-passing! GoldenEye 007 wasn't based on Weekend at Bernie's II!!! GoldenEye is far from being based on one of the worst movies ever made (what about all those late '80s Lambada flicks?), but we do wholeheartedly agree with you when you say that all games should have a plot.

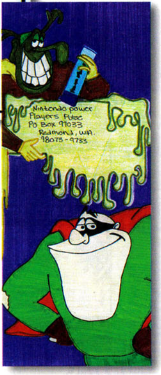
Mischief Raters

I am writing because of the low score you gave to Mischief Makers in Now Playing. A 6.9 overall? How could you? The game should at least have gotten an 8.5!

Ronald Coley
Via the Internet

What the heck were you guys thinking when you gave Mischief Makers a 6.9?! Mischief Makers was too good to be compared to Super Mario World! I loved your strategy coverage for Mischief Makers, though. It helped me find those elusive gold gems.

Tomohiro Yoshioka
Via the Internet



Amy Kaiser • Bridgeport, California

Mischief Makers rocked! It's a game that's very different from any other N64 game I've played. The only thing I suggest is that you should have made the levels a tad bit longer than they were.

Paul Lane
Tyler, TX

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POWER CHARTS

Even if you're not a fan of the sport, wrestling becomes undeniably fun with THQ's WCW Vs. NWO: World Tour. Readers love the game so much that they voted for other wrestling games, too. A few slamfests landed in the Most Wanted charts, while a pair of early '90s Super NES wrestling games make belated debuts.

NINTENDO 64 TOP 10

1 GOLDENEYE 007

James Bond has a bunch of big, sweaty guys breathing down his neck, and we're not talking about Jaws and Trevelyan. "Hollywood" Hogan, Sting and other WCW and NWO wrestlers knock down DKR to make a surprise debut at #2!

2 WCW VS. NWO WORLD TOUR

3 DIDDY KONG RACING

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE 007	NINTENDO	1	14
2 WCW VS. NWO: WORLD TOUR	THQ	—	1
3 DIDDY KONG RACING	NINTENDO	2	3
4 STAR FOX 64	NINTENDO	3	9
5 MARIO KART 64	NINTENDO	5	14
6 SUPER MARIO 64	NINTENDO	4	17
7 NFL QUARTERBACK CLUB '98	ACCLAIM	6	2
8 TUROK: DINOSAUR HUNTER	ACCLAIM	7	17
9 MK MYTHOLOGIES: SUB-ZERO	MIDWAY	—	1
10 SAN FRANCISCO RUSH: EXTREME RACING	MIDWAY	8	2

SUPER NES TOP 10

1 THE LEGEND OF ZELDA A LINK TO THE PAST

It's impressive that Link has topped the charts for so long. Even more impressive is that, years after WWF Wrestlemania and WWF Raw were released, both finally crack the top 10.

2 SUPER MARIO RPG

143/192
203/204
190/190
ATTACK
MACHINE MADE

3 DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	72
2 SUPER MARIO RPG	NINTENDO	2	22
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	16
4 FINAL FANTASY III	SQUARE	4	38
5 DONKEY KONG COUNTRY	NINTENDO	5	40
6 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	7	34
7 CHRONO TRIGGER	SQUARE	6	31
8 WWF WRESTLEMANIA: THE ARCADE	MAJESCO	—	1
9 WWF RAW	LJN	—	1
10 KIRBY'S DREAM LAND III	NINTENDO	—	1

GAME BOY TOP 5

1 THE LEGEND OF ZELDA LINK'S AWAKENING

Wrestlemania couldn't get into Game Boy's ring. Link, the Kongs and Mario fought off any wrestlers hoping to enter the charts, and none of them even had to wear sequined masks to do the job!

2 DONKEY KONG LAND 3

3 DONKEY KONG LAND 2

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	58
2 DONKEY KONG LAND 3	NINTENDO	3	3
3 DONKEY KONG LAND 2	NINTENDO	4	18
4 DONKEY KONG LAND	NINTENDO	5	37
5 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	2	63

MOST WANTED

1. ZELDA 64 (N64)
2. WCW VS. NWO: WORLD TOUR (N64)
3. NINTENDO 64 DISK DRIVE
4. DIDDY KONG RACING (N64)
5. GOLDENEYE 007 (N64)
6. WCW NITRO (N64)
7. WWF: WAR ZONE (N64)
8. SUPER MARIO 64 2 (N64)
9. SUPER MARIO RPG 2 (N64)
10. YOSHI'S STORY (N64)

LETTERS, CONTINUED...

I bought the game Mischief Makers and have gotten all of the gold gems and achieved almost straight A's. It is a cool game! Fun, challenging, very cool characters, very cool story line, etc. It's not very popular, though. How do I know? Nothing in catalogs, barely any on-line downloads, and only a few NP articles! And I can tell you why most people don't like Mischief Makers: 2-D game play. So what! Haven't you ever played a 2-D game that you thought was cool? A good story line and solid characters—that's what makes a game cool. That's what makes RPGs great, and it's true for Mischief Makers, too.

Jeremy Randazzo
Colorado Springs, CO

Juan: Dinosaur Hunter

In 1992, NP contest winner Chris Houlihan secured his place in gaming history by having his name featured in a hidden area in The Legend of Zelda: A Link to the Past. More than five years later, Juan Gaspar does Chris one better. As grand prize winner of Volume 95's Turok contest, Juan got a V.I.P. tour of Iguana Entertainment, where the Turok team digitized his image and recorded his voice to be included in Acclaim's upcoming Turok 2. With a classified code, dinosaur hunters will be able to see and hear Juan throughout the game. Turok 2 is already one of the year's most anticipated games, but Juan and other gamers will have to wait until this fall when the game hits stores. Until then, Chris Houlihan's days of having the coolest Nintendo game cameo will be numbered.

At Iguana in Texas, David Dientsbier (the director/creator of the Turok games) digitized and recorded Juan Gaspar for a secret cameo in the N64 sequel.

Insipid Vids

The first promo video I ever got from you was the one for Donkey Kong Country and I thought it was pretty cool. Next, I got the N64 video, which was also cool. But then I got the Star Fox 64 video. What the heck happened? When I showed this video to friends, they said, "How dumb!" But when they played the game, they thought it was pretty cool. And the Diddy Kong Racing video wasn't much better. My only request is that you put more substance in your videos.

John Orth
Via the Internet

We guess we were probably wrong in thinking, "I smell Oscar!" when we made those videos. (Ugh. That odor must have been something else.) One of the perks of being a subscriber is that you'll occasionally receive free videos of game previews. And since they're made especially for NP readers, we'd like to know what you think about them. Write us and let us know what you think the videos should be like.

Nintendo Power Source

I was surfing the net the other day and, as usual, I went to the best gaming site on the web: www.nintendo.com. Your new web site kicks serious Bowser booty! It's a lot easier to get around than before, and it looks a lot cooler. Nintendo is getting more popular on the web and this just enhances your reputation.

Danny McCarthy
Palmyra, VA

Bogus Bonus

On page 28 of Volume 104's subscriber-only Bonus Issue, we printed Tip 46 under Tip 44. Now, non-subscribers can enjoy part of the bonus—here's how Tip 44 should have read:

If you're taking too much damage in Sector Z, line up with the Great Fox and fly into the docking bay just above her engines. You'll fly out the front bay as good as new. This trick won't restore any lost laser upgrades, but you can at least get your shields back up to full strength.

WRITE AWAY RIGHT AWAY!

Readers are rallying behind the 2-D Mischief Makers. Next month, another N64 side-scroller, Yoshi's Story, will be hitting store shelves. Do 2-D games still appeal to you, or should they be flat-out left to the Super NES and Game Boy? Sound off and send your thoughts to us!

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NINTENDO POWER SOURCE

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E-mail: nintendo@nintendo.com

WCW™ VS. nWo™ ★WORLD TOUR★

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Here's a follow-up on last month's coverage of THQ's king of the wrestling ring. This month we're revealing new info, namely each wrestler's secret combination moves. Every fighter has different abilities, plus some signature moves, and we've charted them all for your grappling pleasure.

Black Ninja

A controversial member of the renegade Independent Union, this mysterious fighter is cruel to every opponent on the mat, with moves like "Japanese Rack" and "Ninja DDT." It's been said his only spoken words are that he was born to be a ninja.

STRONG GRAPPLES-FRONT

Hold A+A — Flying Scissors Takedown
Hold A+Up+A — Wall Walking Trample
Hold A+Down+A — Cyclone Pile Driver
Hold A+B — Ninja DDT
Hold A+Up+B — Leg Vise Press
Hold A+Down+B — Suplex Press

FROM THE ROPES

A — Leg Whip
Up+Tap A — Ninja Neck Crank
Hold A — Back Breaker
Up+Hold A — Leg Lariat

ON THE MAT-FACE UP

Near Head+A — Blackout Punch
Near Legs+A — Spinning Leg Bar
B — Body Drop

IN THE TURNBUCKLES

A+A — Turnbuckle Bruiser
A+B — Corner Clash
Hold A+A — Flying Shuriken
Hold A+B — Deadly Rain

Ric Fair

He's unmistakable. The white-blond locks, elaborate costumes and 13 world championships of "Nature Boy" put this WCW fighter in his own league. He's got a mean sucker punch, and if you've got the time, try moving the Control Stick and watch him strut!

STRONG GRAPPLES-FRONT

Hold A+A — Flying Major
Hold A+Up+A — Revolution Takedown
Hold A+Down+A — Brain Buster
Hold A+B — Manhattan Drop
Hold A+Up+B — Canadian Back Breaker
Hold A+Down+B — Small Package Press

FROM THE ROPES

A — Fireman's Carry
Up+Tap A — Arm Whip
Hold A — Speedy Spine Buster
Up+Hold A — Flying Drop

ON THE MAT-FACE UP

Near Head+A — Reverse Chin Lock
Near Legs+A — Figure-Four Leg Lock
B — Elbow Drop

IN THE TURNBUCKLES

A+A — Turnbuckle Shoulder Ram
A+B — Turnbuckle Punch
Hold A+A — Avalanche Brain Buster
Hold A+B — Revolution Back Drop

NWO Attributes

THQ provided these confidential NWO hit rate numbers for Nintendo Power. Attack rates reflect how much damage is inflicted by a wrestler using different body parts. Defense rates indicate how much damage a wrestler receives when hit by a body part.

HOLLYWOOD HOGAN

ATTACK RATE		DEFENSE RATE	
Head	2	Head	2
Chest	4	Chest	4
Arm	5	Arm	3
Leg	3	Leg	1
Jump	3	Jump	4

ERIC BISCHOFF

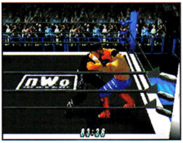
ATTACK RATE		DEFENSE RATE	
Head	2	Head	2
Chest	3	Chest	3
Arm	5	Arm	3
Leg	5	Leg	4
Jump	1	Jump	1

SCOTT HALL

ATTACK RATE		DEFENSE RATE	
Head	3	Head	2
Chest	4	Chest	4
Arm	4	Arm	3
Leg	2	Leg	2
Jump	2	Jump	3

SYXX

ATTACK RATE		DEFENSE RATE	
Head	3	Head	2
Chest	3	Chest	3
Arm	2	Arm	2
Leg	5	Leg	2
Jump	4	Jump	3



THQ Pro Tips

The pro testers at THQ have probably played WCW Vs. NWO more than anyone, so we asked for their top strategies. First, remember these rules: a block always beats a strike, a strike always beats a grapple, and a grapple beats a block. The best way to knock out a wrestler quickly is to throw your opponent about one third of the distance across the ring onto the ropes. Then run the opposite way and bounce off the ropes. When your opponent runs up to you, nail him with a clothesline. It may take several hits to KO your victim.

BUFF BAGWELL

ATTACK RATE		DEFENSE RATE	
Head	5	Head	2
Chest	3	Chest	3
Arm	2	Arm	2
Leg	2	Leg	2
Jump	5	Jump	3

KEVIN NASH

ATTACK RATE		DEFENSE RATE	
Head	3	Head	1
Chest	5	Chest	4
Arm	4	Arm	3
Leg	3	Leg	1
Jump	2	Jump	2

BOGUS STING

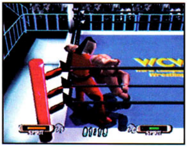
ATTACK RATE		DEFENSE RATE	
Head	2	Head	2
Chest	3	Chest	3
Arm	4	Arm	2
Leg	2	Leg	2
Jump	2	Jump	3

SCOTT NORTON

ATTACK RATE		DEFENSE RATE	
Head	3	Head	3
Chest	4	Chest	4
Arm	4	Arm	4
Leg	1	Leg	5
Jump	2	Jump	4

Master Fuji

Truly the master of his sport, Fuji is as powerful as the Japanese mountain he was named for. They say he's older and wiser than he looks, but don't be deceived by his calm exterior. He's every inch an Independent Union maverick: No rules, no care for money or other people, just a will to wrestle. Check out his Inverse Fuji Driver for quick head-butting damage, throw an old Fuji Bomb, or try his signature Mountain Splitter, which will have the opponent writhing on the mat. Master Fuji delivers all moves in true IU style.



STRONG GRAPPLES–FRONT

Hold A+A — Headlock Punch
Hold A+Up+A — Fuji Slam
Hold A+Down+A — Arm Bar Press
Hold A+B — Inverse Fuji Driver
Hold A+Up+B — Mountain Splitter
Hold A+Down+B — Fuji Joint Lock

STRONG GRAPPLES–REAR

Hold A+A — Neck Breaker
Hold A+B — Reverse Joint Lock

FROM THE ROPES

A — Leg Trip
Up+Tap A — Fuji Flip
Hold A — Greedy Grab
Up+Hold A — Japanese Sleeper Hold

ON THE MAT–FACE UP

Near Head+A — Choke
Near Legs+A — Leg Lock
B — Knee Drop

ON THE MAT–FACE DOWN

Near Head+A — Camel Clutch
Near Legs+A — Joint Lock
B — Stomp

IN THE TURNBUCKLES

A+A — Corner Crush
A+B — Fuji Pummel
Hold A+A — Fuji Suplex
Hold A+B — Mt. Fuji Splash

Giant

They don't come bigger than this–at seven foot four and 450 pounds, there's no beanstalk in the world that can reach this bruiser. Jack had better just stay at home. This WCW pounder has shocked the wrestling world by besting the great veterans, only to be defeated by "Hollywood" Hogan. Some debut! His weight makes his moves slower, but his leaping kicks pack a wallop. Try his signature chokes, like the Choke Slam, which he uses to grab the opponent by the throat and toss him effortlessly to the mat. Can this guy be human?

STRONG GRAPPLES–FRONT

Hold A+A — Top Rope Clothesline
Hold A+Up+A — Overhead Rack
Hold A+Down+A — Two-Arm Power Bomb
Hold A+B — Knee Crusher Crash
Hold A+Up+B — Choke Hold
Hold A+Down+B — Pile Driver

STRONG GRAPPLES–REAR

Hold A+A — Back Breaker Drop
Hold A+B — Giant Pain Rack

FROM THE ROPES

A — Overhead Toss
Up+Tap A — Arm Bar Throw
Hold A — Power Slam
Up+Hold A — Sleeper

ON THE MAT–FACE UP

Near Head+A — Choke
Near Legs+A — Leg Crush
B — Falling Head Butt

ON THE MAT–FACE DOWN

Near Head+A — Camel Clutch
Near Legs+A — Leg Screw
B — Giant Leg Drop

IN THE TURNBUCKLES

A+A — Turnbuckle Sandwich
A+B — Punching Bag
Hold A+A — Giant Suplex
Hold A+B — Giant Swing Throw

Scott Hall

Scott Hall is the man who came from nothing to destroy the WCW, starting the New World Order with "Hollywood" Hogan and his tag-team partner, Kevin Nash. A true renegade, this cocky wrestler rewrote all the rules with the NWO and once arrived uninvited at a WCW match in progress. Impolite, but who are we to judge? All we know is what he can do: check out his Overhead Toss and Flip Slam. And, once the Special light is flashing, he'll lift his opponent above his head and throw him to the mat with a Pinning Outsider Edge. As Hall himself would say, "Toooo Sweeeet!"

STRONG GRAPPLES–FRONT

Hold A+A — Standing Clothesline
Hold A+Up+A — Cross-Body Flip Slam
Hold A+Down+A — Cranium Crasher
Hold A+B — Spine Buster
Hold A+Up+B — Overhead Toss
Hold A+Down+B — Power Bomb

STRONG GRAPPLES–REAR

Hold A+A — Reverse Power Bomb
Hold A+B — Pain Strain

FROM THE ROPES

A — Shoulder Drop
Up+Tap A — Arm-Drag Takedown
Hold A — Sleeper Hold
Up+Hold A — Super Spine Buster

ON THE MAT–FACE UP

Near Head+A — Headlock
Near Legs+A — Reverse Leg Lock
B — Heel Stomp

ON THE MAT–FACE DOWN

Near Head+A — Camel Clutch
Near Legs+A — Reverse Camel Clutch
B — Elbow Drop

IN THE TURNBUCKLES

A+A — Corner Crunch
A+B — Punching Bag
Hold A+A — Reverse Trash Compactor
Hold A+B — Avalanche

Hollywood Hogan

An eight-time World Heavyweight Champion, "Hollywood" Hogan made professional wrestling what it is today–but that doesn't mean he's stopped! When he joined mavericks Hall and Nash to form the NWO, the wrestling world was staggered. In lightning pants and the NWO regulation black, he's still an undisputed leader in the world of wrestling. Try his tricky Top Rope Stinky Leg Drop on a downed opponent, or his Chicken Wing Slam. As his T-shirt says, Hollywood Rules!

STRONG GRAPPLES–FRONT

Hold A+A — Top Rope Clothesline
Hold A+Up+A — Hollywood Hit
Hold A+Down+A — Hollywood Clothesline
Hold A+B — Power Lift Body Slam
Hold A+Up+B — Power Slam
Hold A+Down+B — Overhead Body Slam

STRONG GRAPPLES–REAR

Hold A+A — Chicken Wing Slam
Hold A+B — Hogan Back Breaker

FROM THE ROPES

A — Shoulder Lift
Up+Tap A — Arm-Drag Takedown
Hold A — Hollywood Bomber
Up+Hold A — Sleeper Hold

ON THE MAT–FACE UP

Near Head+A — Side Headlock
Near Legs+A — Leg Crusher
B — Leg Drop

ON THE MAT–FACE DOWN

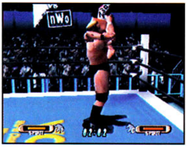
Near Head+A — Surfboard Stretch
Near Legs+A — Leg Crusher
B — Elbow Drop

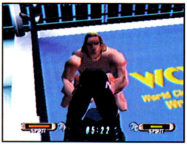
IN THE TURNBUCKLES

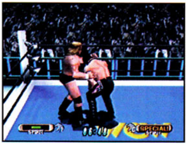
A+A — Turnbuckle Shoulder Slam
A+B — Turnbuckle Pummel
Hold A+A — Avalanche
Hold A+B — Brain Buster

Lex Luger

Luger is a former NFL football champion who's turned his strength toward the ring. A WCW World Heavyweight Champion, he isn't fazed by the power of the New World Order and stands tall in all their bouts. This gridiron monster is best at racking his opponents, especially with his signature "Torture Rack." You can see his former career in some of his moves: the Bench Press slam, which he uses to lift his opponent like a set of weights, and his football Bomb. Also, check out the cruel Spinal Slice, which could break a lesser man's back.







STRONG GRAPPLES-FRONT

Hold A+A — Power Slam
Hold A+Up+A — Bench Press Slam
Hold A+Down+A — Dynamic Bomb
Hold A+B — Standing Clothesline
Hold A+Up+B — Dynamic DDT
Hold A+Down+B — Spinal Slice

STRONG GRAPPLES-REAR

Hold A+A — Forearm Mickey
Hold A+B — Back Breaker

FROM THE ROPES

A — High Body Toss
Up+Tap A — Shoulder Throw
Hold A — Arm-Drag Takedown
Up+Hold A — Super Slam

ON THE MAT-FACE UP

Near Head+A — Arm Wrench
Near Legs+A — Knee Crush
B — Elbow Drop

ON THE MAT-FACE DOWN

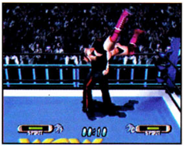
Near Head+A — Camel Clutch
Near Legs+A — Reverse Clutch
B — Stomp

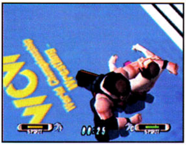
IN THE TURNBUCKLES

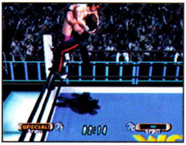
A+A — Corner Crunch
A+B — Turnbuckle Pummel
Hold A+A — Aerial Brain Buster
Hold A+B — Diving Body Press

Kevin Nash

Rock-star maned Nash helped make the NWO the powerhouse it is today. As well as being half of "The Outsiders" champion tag-team with Scott Hall, seven-foot Nash is a powerful wrestler on his own. Known for his cruel tricks and witty banter, Nash is also known to have no mercy—and no desire to play by the rules. His best moves have deceptively simple names: Back Breaker, Power Slam and his signature Jackknife Power Bomb in which Nash manages to lift his opposition at the waist and toss him across the ring! Can this be legal? Only in the NWO.







STRONG GRAPPLES-FRONT

Hold A+A — Standing Clothesline
Hold A+Up+A — Top Rope Clothesline Slam
Hold A+Down+A — Shoulder Breaker
Hold A+B — Back Drop
Hold A+Up+B — Overhead Slam
Hold A+Down+B — Power Drop

STRONG GRAPPLES-REAR

Hold A+A — Back Breaker
Hold A+B — Sleeper Hold

FROM THE ROPES

A — Shoulder Drop
Up+Tap A — Scum Slam
Hold A — Running Power Slam
Up+Hold A — Choke Slam

ON THE MAT-FACE UP

Near Head+A — Surfboard Stretch
Near Legs+A — Vertical Knee Buster
B — Elbow Drop

ON THE MAT-FACE DOWN

Near Head+A — Neck Bar
Near Legs+A — Leg Lock
B — Boot Stomp

IN THE TURNBUCKLES

A+A — Turnbuckle Rumble
A+B — Bully Beat
Hold A+A — Sideline Suplex
Hold A+B — Crash And Burn

Puchtecha

The DOA organization is even more outlaw than the NWO, and Puchteca is the man to prove it. Like most DOA wrestlers, he is a former pit-fighter known for his cruelty and his ice-cold heart. Puchteca has learned fighting techniques from around the world, mastering the deadly manos de muerte from Mexico and the capoeira from Brazil. It shows in his fighting: his Flauta Flip is true pain, and his signature El Tigre Splash executed on a groggy opponent is cruel to the extreme. Just look at his face: does this a man know the meaning of "mercy"?

STRONG GRAPPLES-FRONT

Hold A+A — Headlock Vise
Hold A+Up+A — Flauta Flip
Hold A+Down+A — Spine Buster
Hold A+B — Face Smash
Hold A+Up+B — Avocado Crush
Hold A+Down+B — Brazlilian Bomb

STRONG GRAPPLES-REAR

Hold A+A — Abdominal Stretch
Hold A+B — Reverse Burrito Bomb

FROM THE ROPES

A — Shoulder Carry
Up+Tap A — Leg Shoot
Hold A — Super Spine Buster
Up+Hold A — Rio Wrench

ON THE MAT-FACE UP

Near Head+A — Side Headlock
Near Legs+A — Leg Lock
B — Elbow Drop

ON THE MAT-FACE DOWN

Near Head+A — Cancun Clutch
Near Legs+A — Ankle Twist
B — Boot Stomp

IN THE TURNBUCKLES

A+A — Corner Crunch
A+B — Street Fight Punch
Hold A+A — Flying DDT
Hold A+B — El Tigre Splash

Sting

A true figure of mystery, Sting is undoubtedly the true star of WCW wrestling. His moves, however, are unpredictable, his allegiances shifting. Sting once appeared high above the ring with a vulture on his shoulder, disappearing in a blackout. Dark vision enters his wrestling as well, as shown by his signature, the Scorpion Death Lock, a move on a downed opponent that twists him into a knot. An eerily painted face marks this "Dark Warrior."

STRONG GRAPPLES-FRONT

Hold A+A — Scorpion Death Drop
Hold A+Up+A — Belly-to-Belly Suplex
Hold A+Down+A — Power Bomb
Hold A+B — Face Crusher
Hold A+Up+B — Stinger Slam
Hold A+Down+B — Small Package Press

STRONG GRAPPLES-REAR

Hold A+A — Reverse Neck Breaker
Hold A+B — Atomic Slam

FROM THE ROPES

A — Arm-Drag Takedown
Up+Tap A — Back Breaker Slam
Hold A — Press Slam
Up+Hold A — Spine Buster

ON THE MAT-FACE UP

Near Head+A — Sleeper Hold
Near Legs+A — Scorpion Death Lock
B — Stomp

ON THE MAT-FACE DOWN

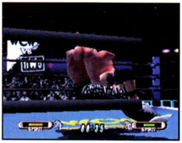
Near Head+A — Reverse Chin Lock
Near Legs+A — Leg Bar
B — Smashing Blow

IN THE TURNBUCKLES

A+A — Turnbuckle Slam
A+B — Turnbuckle Pummel
Hold A+A — Avalanche
Hold A+B — Super Brain Buster

THE SUPERSTARS

Once you've finished each league, you'll have a chance to wrestle as one of these famous gladiators. What could be better? From DDP's killer Diamond Cutter to Glacier's cold Crucifix Crunch to famous "Macho Man" Randy Savage's Macho Splash, you're playing with the best of the bunch. Have your Controller Pak ready—these guys are tough!



Diamond Dallas Page "DDP"

STRONG GRAPPLES-FRONT

Hold A+A — Back Smash
Hold A+Up+A — Giant Suplex
Hold A+Down+A — Frontal Diamond Cutter
Hold A+B — Diamond Cutter DDT
Hold A+Up+B — Backflip Slam
Hold A+Down+B — Spinning Power Bomb

STRONG GRAPPLES-REAR

Hold A+A — Diamond Back Breaker
Hold A+B — Twister Throw

FROM THE ROPES

A — Shoulder Throw
Up+Tap A — Shoulder Toss
Hold A — Power Slam
Up+Hold A — Groin Buster

ON THE MAT-FACE UP

Near Head+A — Side Headlock
Near Legs+A — Leg Breaker
B — Elbow Drop

ON THE MAT-FACE DOWN

Near Head+A — Camel Clutch
Near Legs+A — Leg Bar
B — Stomp

IN THE TURNBUCKLES

A+A — Turnbuckle Smash
A+B — Corner Blitz
Hold A+A — Flying Brain Buster
Hold A+B — Avalanche DDT

"Macho Man" Randy Savage

STRONG GRAPPLES-FRONT

Hold A+A — Funky Chicken
Hold A+Up+A — Standing Clothesline Chop
Hold A+Down+A — Screwdriver Drop
Hold A+B — DDT
Hold A+Up+B — Machoplex
Hold A+Down+B — Small Package Press

STRONG GRAPPLES-REAR

Hold A+A — Atomic Knee
Hold A+B — Abdominal Stretch

FROM THE ROPES

A — Shoulder Toss
Up+Tap A — Shoulder Throw
Hold A — Inverted Atomic Knee
Up+Hold A — Spine Buster

ON THE MAT-FACE UP

Near Head+A — Face Lock
Near Legs+A — Back Leg Wrench
B — Elbow Drop

ON THE MAT-FACE DOWN

Near Head+A — Camel Clutch
Near Legs+A — Leg Twist
B — Falling Elbow

IN THE TURNBUCKLES

A+A — Corner Crunch
A+B — Macho Mash
Hold A+A — Macho Man Drop
Hold A+B — Super DDT

Glacier

STRONG GRAPPLES-FRONT

Hold A+A — Neck Reaper
Hold A+Up+A — Top Rope Clothesline Slam
Hold A+Down+A — Backslide
Hold A+B — Belly-to-Back Suplex
Hold A+Up+B — Blizzard Takedown
Hold A+Down+B — Glacier Grapple Press

STRONG GRAPPLES-REAR

Hold A+A — Shanghai Strength
Hold A+B — Backflip Press

FROM THE ROPES

A — Arm-Drag Takedown
Up+Tap A — Leg Scissor Sweep
Hold A — High Backflip
Up+Hold A — Arm Bar Takedown

IN THE TURNBUCKES

A+A — Glacier Suplex
A+B — Blizzard Bomb

Wrath

STRONG GRAPPLES–FRONT

Hold A+A — High Flip
Hold A+Up+A — Suplex Swing
Hold A+Down+A — Shoulder Breaker
Hold A+B — Back Buster
Hold A+Up+B — The Rack Slam
Hold A+Down+B — Power Bomb Press

STRONG GRAPPLES–REAR

Hold A+A — Blindside Bash
Hold A+B — Painbomb

FROM THE ROPES

A — Shoulder Flip
Up+Tap A — Spine Buster
Hold A — Power Slam
Up+Hold A — Running Press Slam

ON THE MAT–FACE UP

Near Head+A — Side Headlock
Near Legs+A — Boston Crab
B — Falling Head Butt

ON THE MAT–FACE DOWN

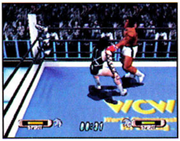
Near Head+A — Crippler Crunch
Near Legs+A — Leg Twist
B — Elbow Drop

IN THE TURNBUCKLES

A+A — Iron Maiden
A+B — Corner Spike
Hold A+A — Brain Buster
Hold A+B — Cranium Crash

HIDDEN HAZARDS

Once you've defeated the first four, you'll reach a hidden organization, with two of the most surprising wrestlers yet. By defeating all the wrestlers in World Heavyweight, you'll reach Joe Bruiser, a dedicated boxer who relies more on his punches than on typical wrestling slams–that's because he's wearing gloves! After the Cruiserweight level comes Black Widow, the only woman in the game, who destroys her opponents with moves like Death Coil and Spinning Head Sickle. Luckily, we have all these wrestlers' secrets.



Joe Bruiser

STRONG GRAPPLES–REAR

R — Guard and Counter
L — Duck

FRONT OFFENSIVE MOVES

B — Right Cross
Up+B — Left Jab
Hold B — Left Uppercut to the Midsection
Up+Hold B — Right Uppercut to the Chin
A — Right Cross
Up+A — Left Cross
Hold A — Head Butt
Up+Hold A — Big Right Uppercut to the Chin

OFFENSIVE MOVES FROM THE REAR

A — Kidney Punch
Hold A — Right Uppercut to the Kidneys
B — Rabbit Punch
Hold B — 1-2 Combo

Black Widow

STRONG GRAPPLES–FRONT

Hold A+A — Widow's Peak
Hold A+Up+A — Spider Slam
Hold A+Down+A — Knee Slam Press
Hold A+B — Suplex Sting
Hold A+Up+B — Crucifix Slam
Hold A+Down+B — Widow-maker

STRONG GRAPPLES–REAR

Hold A+A — Shoulder Spin Press
Hold A+B — Spider Web Slam

FROM THE ROPES

A — Leg Scissors Sweep
Up+Tap A — Shoulder Flip
Hold A — Spinning Backbreaker
Up+Hold A — Spinning Head Sickle

ON THE MAT–FACE UP

Near Head+A — Face Lock
Near Legs+A — Stomach Pump
B — Somersault Splash

ON THE MAT–FACE DOWN

Near Head+A — Spider Clutch
Near Legs+A — Reverse Clutch
B — Leg Drop

IN THE TURNBUCKLES

A+A — Corner Rumble
A+B — Turnbuckle Trade-Off
Hold A+A — Venom DDT
Hold A+B — Widow's Sting

NAGANO WINTER OLYMPICS '98™

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OLYMPIC WINTER GAMES
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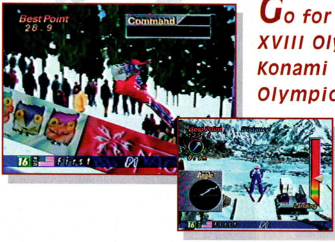
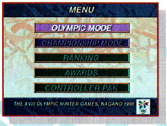
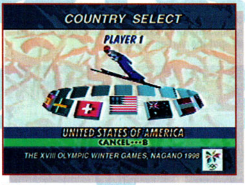

Best Point
28.9
Command
16
First
P1
Best Point
Distance
Angle
Landing
16
First

Go for the gold! Just in time for the XVIII Olympic Winter Games in Japan, Konami introduces Nagano Winter Olympics '98, an NAOC-endorsed, twelve-event sports title for up to four players. If you're looking to up your medal count, check out our strategies for every event!

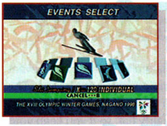
OLYMPIC MODE


MENU
OLYMPIC MODE
CHAMPIONSHIP MODE
RANKING
AWARDS
CONTROLLER PAK
THE XVIII OLYMPIC WINTER GAMES, NAGANO 1998

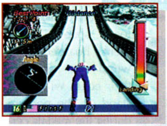
Olympic mode is a challenge for up to four players against computer-controlled athletes from around the world. Choose any of the twelve events and play for as long as you want–you can play the same event over and over, or add other contests and create your own victory conditions. The game doesn't keep track of the player with the most medals in Olympic mode, but you can save your best times and scores on a Controller Pak.

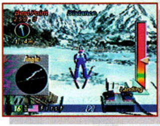

COUNTRY SELECT
PLAYER 1
UNITED STATES OF AMERICA
CANCEL···B
THE XVIII OLYMPIC WINTER GAMES, NAGANO 1998

Before you compete, you'll need to choose your nationality from one of in the sixteen competing nations featured the game. The Country Select menu displays team uniforms and national flags.

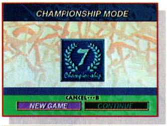

EVENTS SELECT
K-120 INDIVIDUAL
CANCEL···B
THE XVIII OLYMPIC WINTER GAMES, NAGANO 1998

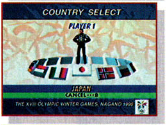
Pick and choose any of the twelve events for your Olympic mode contest. Up to four players can compete with athletes from around the world in medal competition, and the game won't end until you decide it's time for the closing ceremonies.

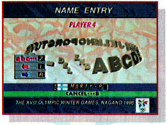

Best Point
Distance
Angle
Landing
16


Best Point
Distance
Angle
Landing
16

CHAMPIONSHIP MODE

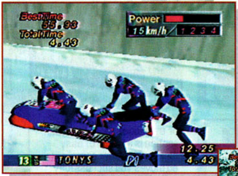

CHAMPIONSHIP MODE
7
Championship
CANCEL···B
NEW GAME
CONTINUE


COUNTRY SELECT
PLAYER 1
JAPAN
CANCEL···B
THE XVIII OLYMPIC WINTER GAMES, NAGANO 1998

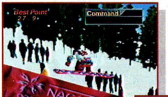

NAME ENTRY
PLAYER 4
ABCD
CANCEL···B
THE XVIII OLYMPIC WINTER GAMES, NAGANO 1998

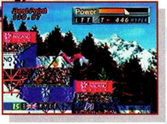
Championship Mode consists of seven contests, Konami's own version of a Winter Olympics decathlon.

Championship mode is a seven-event contest featuring Snowboard Giant Slalom, 500-Meter Speed Skating, Snowboard Halfpipe, 120-Meter Ski Jump, Aerials, Bobsled and Downhill Skiing. In all timed events, your score is based on your total time. Championship mode is extremely difficult to successfully complete. If you're going for the gold, you'll have to become a proficient player in every event featured in the Championship.

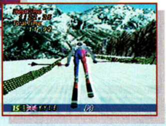

Best Time
55.93
Total Time
4.43
Power
15 km/h
1 2 3 4
12.25
4.43
13
TONYS

Bobsled and Downhill Skiing are the two final events in Championship mode. You'll need a top-three finish in each event to have a chance at a medal.


Best Point
27.9
Command
NAGANO
13
TONYS


Best Point
180.07
Power
446
15
KYLE

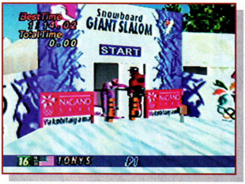
Impromptu performances won't win points in the Halfpipe or Aerial Jumps. You have to give the judges your planned routine before each competition.


Best Time
Total Time
15
KYLE

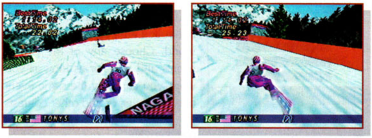
SNOWBOARD

GIANT SLALOM

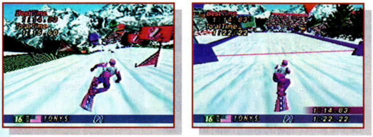
The Snowboard Giant Slalom will debut as an event in this year's XVIII Olympic Games at Nagano. The object of this event is to weave through the alternating red and blue gates as fast as possible. This course is fairly flat, so if you keep your line fairly straight, you'll be able to make it through the gates without braking on your edges. While edges produce sharp turns, you'll lose speed using them. Boarders who wimp out and ride their edges will never stand on the podium during the medals ceremony. Speed thrills—get some guts and go for it!


Best Time 1:14.02
Total Time 0.00
Snowboard GIANT SLALOM
START
NAGANO
16 TONYS

Compared to the upper section of the Downhill, the Snowboard Giant Slalom is flat. Racers can cross the Finish line without relying on their edges.


Best Time
Total Time
NAGANO
16 TONYS

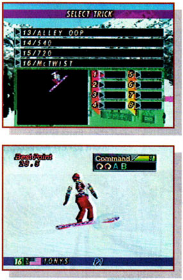
Turn as you pass over the lower portion of each triangle gate. Unlike the square gates used in skiing, the snowboard gate's triangular shape allows racers to lean over the gate and easily spot the next gate ahead.


Best Time
Total Time
1:14.83
1:22.22
16 TONYS

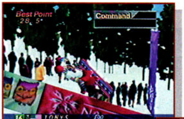
Stay close to each gate and you'll never have to slow down or use your edges. The key to winning the gold in this event is never to use your edges. Even small turns will reduce your speed and dash your chances of standing on the podium.

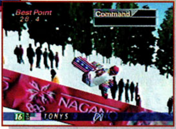
HALFPIPE

Like the Snowboard Giant Slalom, the Halfpipe is a new event at this year's Winter Games, and Konami has a bizarre way to play it. Before you start down the halfpipe, select the eight moves you'll perform on the course. There are sixteen moves to choose from, ranging from simple to complicated. As you ride up the wall, you'll see a controller sequence flash in the upper right corner of the screen. It's a high-tech version of Simon Says! To score points, mimic the controller sequence before your board launches off the lip. If you goof, you'll eat snow.


SELECT TRICK
13/ALLEY OOP
14/540
15/720
16/McTWIST
1
2
3
4
5
6
7
8
Best Point 29.6
Command
16 TONYS

Nagano's Halfpipe event is a lot like a high-pressure game of Simon Says. You must enter the controller moves flashing on the screen or you'll crash.


Best Point 28.5
Command
16 TONYS

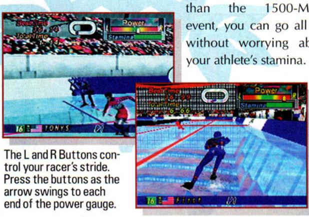

Best Point 28.4
Command
NAGANO
16 TONYS

You won't earn a lot of points or the judge's respect if your routine is a bunch of easy moves. The more complicated moves you successfully pull off in the halfpipe, the more points you'll win.

SPEED SKATING

500 METERS

Timing is the key to winning the gold in the speed skating events. Your racer automatically skates in her lane, so you don't have to worry about steering, and you can focus on timing your strides on the ice. Try to concentrate on pressing the L and R Buttons at the maximum points on both sides of skater's power gauge, sort of like timing your swing for the power gauge in most golf games. Since the 500-Meter Speed Skating race is much shorter than the 1500-Meter event, you can go all out without worrying about your athlete's stamina.


Best Time
Total Time
Power
Stamina
TONYS
First

The L and R Buttons control your racer's stride. Press the buttons as the arrow swings to each end of the power gauge.

Best Time
Total Time
Power
Stamina
TONYS

Best Time
Total Time
Power
Stamina
35.97
37.22
TONYS

The longer the stride, the more stamina your racer consumes. Your Stamina Gauge won't be a factor on the short, 500-Meter course.

1500 METERS

The 1500-Meter Speed Skating is one of the most challenging events in the game. While timing your strides to match the power gauge is important, you need to balance your speed with your remaining stamina. You won't get a second wind, so it's important to conserve your stamina throughout the four laps. Try to match the speed and pace of the skater racing in the other lane, then blow out all of your remaining stamina right after you change lanes on the fourth lap. If you time your move right, you'll run out of energy right at the finish line.

Best Time
Total Time
Power
Stamina
TONYS

Best Time
Total Time
Power
Stamina
TONYS

Best Time
Total Time
Power
Stamina
TONYS

Best Time
Total Time
0.00
Power
Stamina
TONYS

While a fast start is important to winning the race, try not to jump the gun—any racer with three false starts will be disqualified.

Best Time
Total Time
Power
Stamina
TONYS

Plan your strategy—you can take an early lead and keep up an even pace, or hold back and save your stamina for a big push in the final lap.

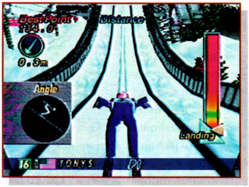
SPEED SKATING 1500m
TONYS
1:54.56

An early, three-quarter lap lead is enough to beat your rival, but you'll use up your stamina holding him off at the end.

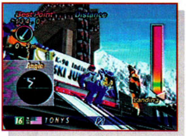
SKI JUMPING

90 METER

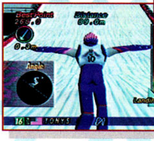
Even with the instruction manual, figuring out the controls for Nagano's ski jump event is difficult, especially when you're pushing off at the top of the ramp. To start, hold Down on the Control Stick and press the A Button. Keep holding Down on the Control Stick until the exact moment your skier leaves the ramp, then press Up on the Control Stick. Watch the angle of your skier and adjust his balance by tapping the Control Stick as he soars down the hill. Press the A Button again to land.

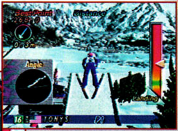


LargeHill
98
NAGANO
SKI JUMP



Hold Down on the Control Stick as you press the A Button to start your jump. Keep holding Down until your skier is about to launch off the ramp.

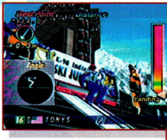


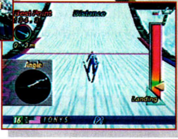


A good tailwind will lengthen your jump, but you won't earn a score from the judges until you pull off a solid landing.

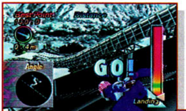
120 METER

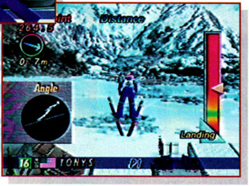
The 120-Meter ramp is much higher than the 90-Meter jump, so the extra height increases your exposure to crosswinds. Wind velocity and direction generally dictate the range of points scored in this event. Expect low scores in crosswind conditions and astronomical scores when the winds are still. Keeping your balance and knowing when to land are the key factors to consider as you fly off the ramp. You will be scored on distance and landing style. Your angle meter will flash red anytime you're off balance. Watch your elevation gauge and extend your air time as much as possible before you touch down.



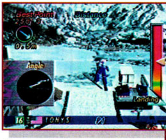


Check the wind gauge in the upper left corner before you make your jump—heavy crosswinds will keep the top jumpers in check, resulting in low scores.





If the winds are mild or you have a tailwind, you'll find that the best way to get extra air is to flip the Control Stick from Down to Up the moment your skier touches the end of the ramp.



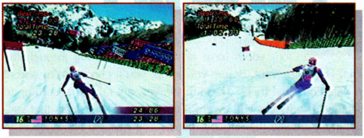
K-120 INDIVIDUAL
250.2

Once you're airborne, use the angle meter on the left to maintain your balance. As you approach the landing zone, start monitoring the elevation gauge on the right.

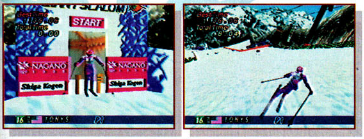
ALPINE SKIING

GIANT SLALOM

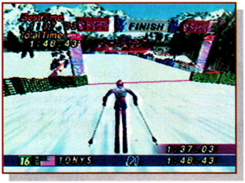
The Alpine Skiing Giant Slalom course is faster than the Snowboarding Giant Slalom, but it's still possible to complete this event without using your ski edges on turns–in fact, that's the only strategy for winning a gold medal. The object is to ski between the alternating blue and red gates as you weave your way down the hill. Optimize your performance by memorizing the layout of the course. That way, you can position yourself and anticipate the twists and turns instead of wasting valuable time searching for the next gate.



You'll sacrifice valuable speed and time if you rely on your edges. Nagano's Giant Slalom course is easy and flat enough to complete without edges.



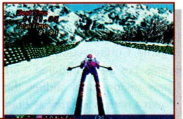
The easiest way to win the gold medal in the Alpine Giant Slalom is to memorize the toughest parts of the course before you step out of the starting gate. You can dramatically reduce your time by anticipating each twist and turn.



Turn as close as possible around the gates, but try to avoid hitting them. Hitting a gate head on will throw you off balance and slow you down.

DOWNHILL

Downhill Skiing is one of the most glamorous and dangerous events in the Olympic Games. Nagano's course is shorter than other Olympic Downhill courses, with plenty of long flats and wide, sweeping turns. These conditions have been reproduced in the game, and players will find that many of the same strategies Olympic racers use will apply in their own races. The key to winning is anticipating the twists in the course and avoiding long, sliding turns. Keep your skis flat on the snow after the first interval time.



Big air, big turns and using your edges will cut your speed and ruin your chances at winning a gold medal.

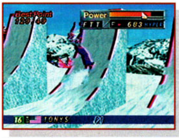
DOWNHILL
START

If you're going to win the Gold Medal in the Downhill, you'll need to avoid making big turns. Keep your skis evenly on the snow and try to cut across the long, sweeping turns after you've passed under the first interval time banner.

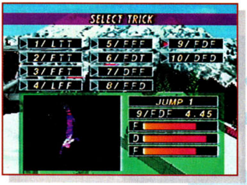
FREESTYLE SKIING

AERIALS

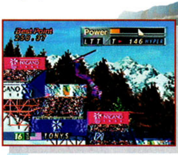
If you own a controller with a Turbo or Automatic button, you'll have no problem powering through the Aerial Freestyle event. Before you jump, you'll choose from one of ten different aerial tricks. These maneuvers are ranked according to difficulty. The judges will award more points to the skiers that successfully complete the difficult moves. You need to have power to pull off these moves–the more power you have, the more difficult the move you'll be able to make. Two judges will grade you on your landing. Make sure that you press the B Button just as your skis touch down.


Best Point
Power

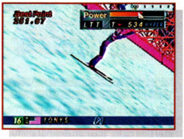
You'll need power to successfully pull off a maneuver. Rapidly tap the A Button to collect energy before the jump.


SELECT TRICK
1/ LTT
2/ FTT
3/ FFT
4/ LFF
5/ FFF
6/ FDT
7/ DFF
8/ FFD
9/ FDF
10/ DFD
JUMP 1
9/FDF 4.45
F
D
F

Before you leap, choose one of ten different freestyle aerial tricks. These moves are ranked by order of difficulty.


Best Point
Power

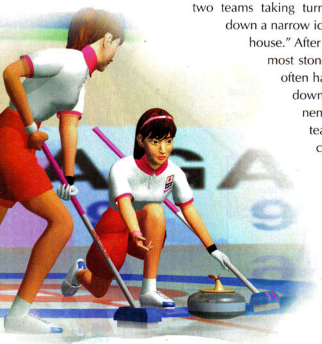
After you're airborne, you'll need to concentrate on landing. Press the B Button as you hit the ground.

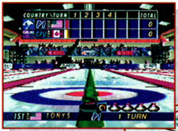

Best Point
Power

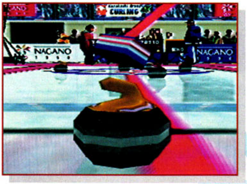
CURLING

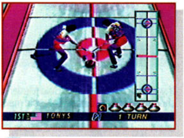
PURE STRATEGY

Of all the events in the game, Curling requires the most strategy and plenty of careful planning. For the uninitiated, curling consists of two teams taking turns sliding their four stones down a narrow ice rink at a target, called "the house." After four turns, the team with the most stones in the house wins. You'll often have two choices when you slide your stone down the ice: you can use it to block your opponents' next shot or you can aim for a score. The team with the last stone often has the best chance of staying in the house.




COUNTRY \ TURN
TOTAL
1 TURN


CURLING
NAGANO

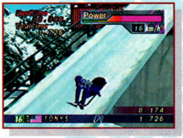


The object in curling to slide your stones into the target rings while preventing your opponent from scoring.

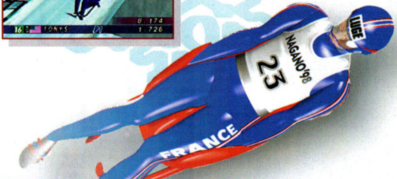
LUGE

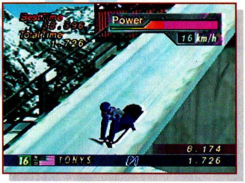
SINGLE

Both the Luge and Bobsled races are held on Nagano's Spiral course. Luge racers use special spiked gloves to propel themselves down the starting ramp. You control the speed of your racer's fists by alternating between the L and R Buttons on your controller. The faster you tap the buttons, the more momentum you'll carry into the first turn. Compared to the bobsled, luge sleds are extremely light, and they easily flip on high, banked turns. Keep this in mind and try to steer low as you blast through Spiral's tricky turn four.

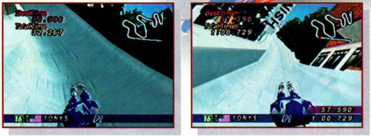

Power
16 km/h
TONYS

If you power-up your push off the starting bars, you won't have to work as hard to build up speed on the ramp when you use your spiked gloves.


LUGE
NAGANO'98
23
FRANCE


Best Time
Total Time
Power
16 km/h
8.174
1.726
TONYS

Get a solid push off the starting bars, then alternate between the L and R Buttons to control the speed of your racer's spiked fists on the ramp.

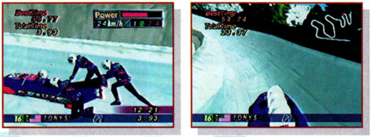

Best Time
Total Time
32.267
57.590
1:00.729
TONYS

Steer low on the turns or your luge will suddenly flip over. The trickiest turns on the course are the fourth and the final three turns.

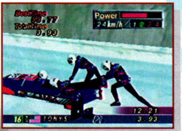
BOBSLED

FOUR MAN

The start of the Four-Man Bobsled event is just like the beginning of the Freestyle Aerials—you must quickly press the A Button to get a fast start. A fast start is the most important part in the bobsled race. The game will tell you when to load each rider on your sled as you run down the slope at the start. It is critical that you hit the B Button and load each team member when the green light flashes over his seat position in the sled. After the team is on the course, keep the sled in the middle of the track and away from the walls.


Best Time
Total Time
3.93
Power
24 km/h
12.21
23.37
TONYS

To load your team, hit the B Button when the green light flashes on each rider's number. Avoid hitting the walls after your sled is on the course.


Best Time
Total Time
3.93
Power
24 km/h
12.21
TONYS

A fast, smooth start is the most critical part of the bobsled race.

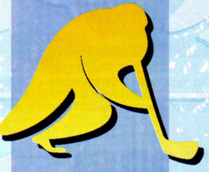
ITALY
12
NAGANO

VISIT THE NAGANO GAMES
www.nagano.olympic.org

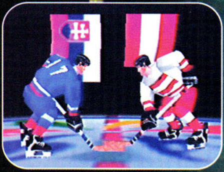
Even if you can't afford a ticket to Nagano, Japan, you can still visit the Official web site of the XVIII Olympic Winter Games. This cool site is packed with animation, photos, fun facts and information—catch the spirit of the games!

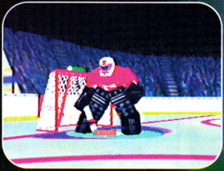
IF YOU'RE A BIG OLYMPIC HOCKEY FAN, MIDWAY GAMES HAS JUST THE THING FOR YOU. OLYMPIC HOCKEY NAGANO '98 FEATURES PLAYERS FROM THE NHLPA.

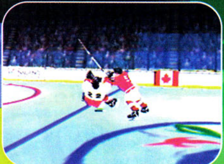
OLYMPIC™ HOCKEY NAGANO 98



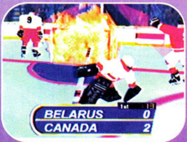
Midway Games is aiming for gold–and plenty of cold, hard cash. Its latest hockey game, Olympic Hockey Nagano '98, has over 125 NHLPA players and all fourteen international teams scheduled to play in the XVIII Winter Olympic Games. Hockey fans looking for an Olympic title with authentic rosters and action won't be disappointed. To ensure outstanding play control and realistic animation, the developers at Atari Games borrowed the best elements from Wayne Gretzky's 3-D Hockey '98. If you're a hockey fan looking for a Olympic Hockey game, and you don't own a Gretzky 3-D Hockey title, this game may light your lamp.

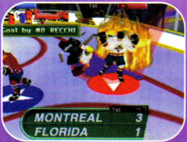






ROBIN HOODWINKED?





National anthems and flag waving aside, Olympic Hockey plays, sounds and looks like Wayne Gretzky's 3-D Hockey '98. There are a few changes, like names beneath every player on the ice and expanded statistics, but Atari Games' developers recycled many elements from the first two Gretzky titles. "Robin Hood and his merry men are up to it again," one of the most annoying phrases in the first Gretzky game, might be Midway's answer to Crybaby Mario in Yoshi's Island. The sample was squelched in Gretzky '98, but it's back to haunt you again in Olympic Hockey.

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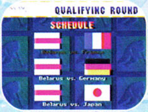
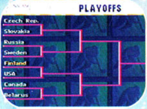
GAME FEATURES

TAKE YOUR TEAM ALL THE WAY

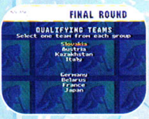

QUALIFYING ROUND
SCHEDULE
Belarus vs. France
Belarus vs. Germany
Belarus vs. Japan

Under new Olympic rules, seven international teams must play against each other in a special Qualifying Round.

There are four modes in the game: Arcade, Qualify, Finals and Playoffs. With the exception of Arcade mode, all of the styles of play are designed to replicate an Olympic-style hockey tournament. You can go the distance and play as Austria, Belarus, France, Germany, Italy, Japan or Kazakhstan in the Qualify mode, or go up against the powerhouses—Canada, Czech Republic, Finland, Russia, Slovakia, Sweden or USA–in Playoffs or Finals mode. Olympic Hockey lets you customize division seedings to reflect the real Winter Games, so you can recreate all of the Olympic action the way you want it.


PLAYOFFS
Czech Rep.
Slovakia
Russia
Sweden
Finland
USA
Canada
Belarus

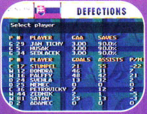
Playoffs mode is an elimination round format that uses Olympic rules. The final four teams compete for medals.


FINAL ROUND
QUALIFYING TEAMS
Select one team from each group
Slovakia
Austria
Kazakhstan
Italy
Germany
Belarus
France
Japan

Select the Final Round and compete for the medal round. Olympic Hockey lets gamers customize team seedings.

DEFECTIONS

You want to defect to our team, comrade? The Cold War might be over, but Olympic Hockey's Defections menu lets you switch athletes between national teams. (The Defections menu is just a clever name for the Trading menu designed for Gretzky '98.) Your only restriction is that you must exchange players for other players who play the same position.


DEFECTIONS

Select player

P	#	PLAYER	GAA	SAVES
G	29	JAN TICHY	3.00	90.0%
G	5	HUSAK	3.00	90.0%
G	34	SEDLACEK	3.00	90.0%

P	#	PLAYER	GOALS	ASSISTS	P/M
C	17	STUMPEL	21	55	-22
W	12	BONDRA	46	31	7
W	16	PALFFY	48	42	21
D	24	SVEHLA	13	32	2
D	25	NEMEC	0	0	0
C	36	PETROVICKY	7	12	2
W	44	ZEDNIK	2	1	-5
W	81	SATAN	25	13	-3
D	2	ADAMEC	0	0	0

Olympic Hockey's Defection menu is really a different name for the same trading option menu used in Gretzky '98.

THE WORLD'S BEST

Are you searching for the best player on your favorite team? We've rated the best players according to their game statistics. But remember, despite their strengths, the players listed below are only as good as the gamer at the end of the controller.

AUSTRIA-Zuellig

FINLAND-Selanne

FRANCE-Laguerre

KAZAKHSTAN-Umanov

BELARUS-Zaitsev

JAPAN-Watabe

SLOVOKIA-Bondra

ITALY-Bruno

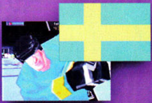
CANADA-Lindros

RUSSIA-Yashin

UNITED STATES-LeClair

GERMANY-Sturm

CZECH REPUBLIC-Jagr

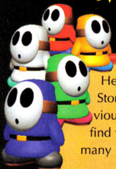

SWEDEN-Sundin

YOSHI'S STORY: PART ONE

YOSHI'S STORY
TM

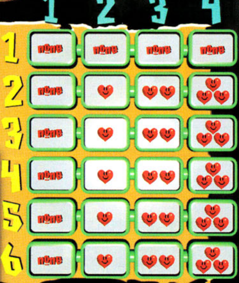
© 1997 Nintendo.

RIPPED FROM THE PAGES OF YOSHI'S STORY: THE FIRST CHAPTER OF OUR STORYBOOK STRATEGIES FOR UNCOVERING ALL THE HEARTS IN THE FIRST TWO WORLDS.

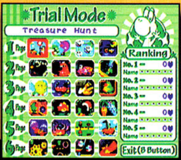


THE HEART OF THE STORY

Here's the story: To open up all four levels of a world, or "page," in Yoshi's Story, you must first find the three Special Hearts hidden in any of the previous world's levels. Every level contains three hearts, and how many you find will determine where you can go to next. Consult our chart to see how many hearts you'll need for your destination.



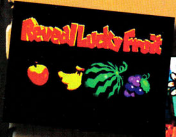
	1	2	3	4
1	none	none	none	none
2	none	♥	♥♥	♥♥♥
3	none	♥	♥♥	♥♥♥
4	none	♥	♥♥	♥♥♥
5	none	♥	♥♥	♥♥♥
6	none	♥	♥♥	♥♥♥

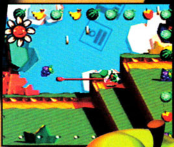


Trial Mode
Treasure Hunt
1 Page
2 Page
3 Page
4 Page
5 Page
6 Page
Ranking
No. 1 — 0♥
Name ········
No. 2 — 0♥
Name ········
No. 3 — 0♥
Name ········
No. 4 — 0♥
Name ········
No. 5 — 0♥
Name ········
Exit (B Button)

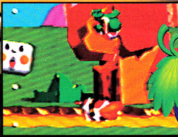
THE FRUIT

To finish a level, Yoshi must collect 30 pieces of fruit. And it pays to be picky—eating the randomly chosen Lucky Fruit earns more points (eight), while finding 30 melons will be even more special (and tricky).



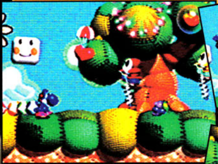


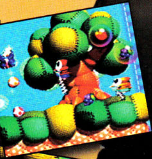
Poochy has a nose for hidden items. Pound the ground at the spot where he stops and you could uncover hidden fruit.

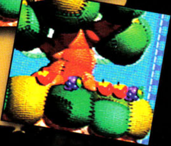


THE HEARTS

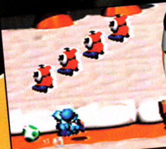
Heart Fruits are the smaller hearts that parachute from the sky whenever you eat six of the same fruit in a row. When you gobble the heart fruit, enemies will be temporarily unable to damage you, and they'll transform into your Favorite Fruit if you pound the ground.

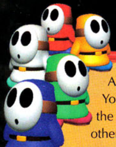






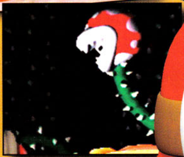
When you eat the heart fruits, not only will you be able to extend your tongue farther, but, by pounding the ground, you'll release fruit from their bubbles and change Shy Guys into fruit.

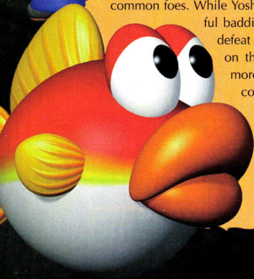


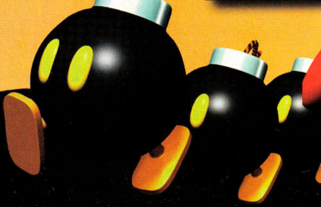


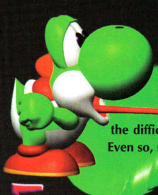
THE ENEMIES

An epic cast of enemies is plotting to make sure Yoshi's Story doesn't have a happy ending. Some of the enemies are invincible, some must be egged, while others can become Yoshi food. Shy Guys are the most common foes. While Yoshi has an appetite for the bashful baddies, you'll earn more points if you defeat them by egging them or stomping on their heads. Plus, you'll earn even more points if the Shy Guys match the color of your Yoshi.





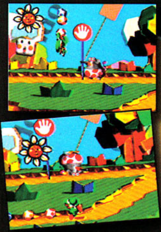


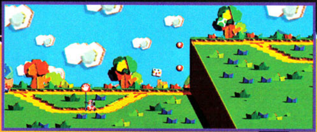


PAGE 1

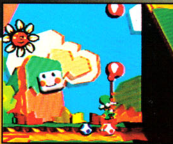
Page 1 is the only world in which all four levels are immediately accessible. The higher the level number, the higher the difficulty level, but, in general, Page 1's areas are basic training levels. Even so, not every heart will be easy to find. Yet.

LEVEL 1-1

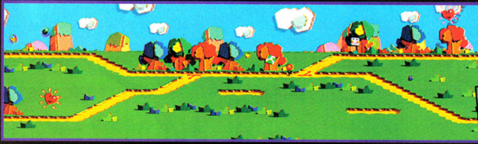




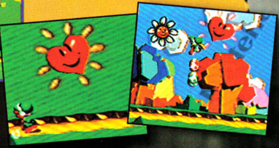
The crossing-guard elephant will stop you in your tracks no matter which path you take. He's not very surefooted, however, so pound the ground to knock him off his feet. Before Pak E. Derm has a chance to stand up again, run to the other path to get around him.

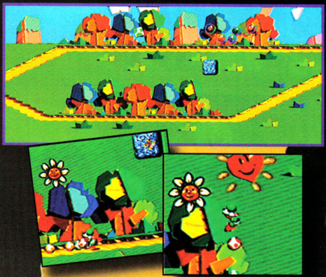


Yoshi can't fly to the top of the cliff, but the red exclamation point balls will help him get there. When Yoshi licks one, he'll use his tongue to pull himself up on top of the ball.



After entering the warp vase, free Poochy by pounding his hitching post into the ground. The dog will lead you to every hidden melon and all three Special Hearts.

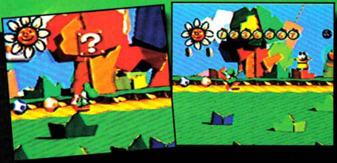


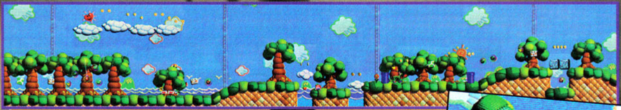


The most elusive heart has been hidden inside a square boulder. Poochy will lead you to a special spot beneath the rock. If you stomp there, a platform will appear. Hop onto it, then free the heart by turning the rock into rubble with one of your egg projectiles.

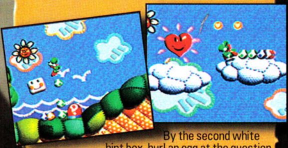
BONUS ROUND

When you hop off the cliff, you'll land by a brown question mark box. Breaking it open will start the area's minigame, a timed race to the red flag at the end of the long straightaway. Shy Guys will stampede to slow you down, but you can make your jog more manageable by eating and egging them before you actually start your race. After you've cleared a path, break the box open, then dash right.



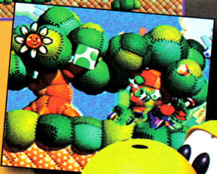


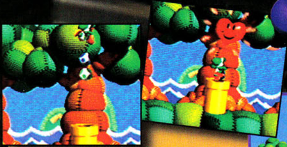
LEVEL 1-2



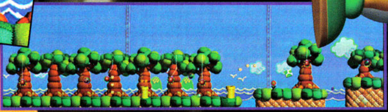
By the second white hint box, hurl an egg at the question mark bubble. When the bubble bursts, a switch will fall out. Hop onto it to make the clouds come out, then quickly hop across them to collect the coins and the first Special Heart.

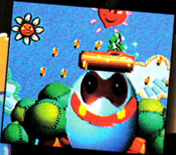
Yoshi would be coughing up fur balls if he tried to eat the Fuzzy Wiggler. Instead, pounce on it. Whenever you land on a segment of it, that part of its body will turn purple. Once its body is totally purple, it will turn into a melon.



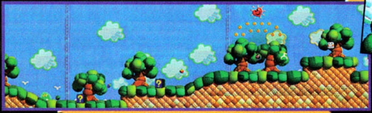


When Yoshis are sniffing near secret items, they'll begin to inhale faster. If you sniff at the precise location of the item's hiding spot, Yoshi will wave at you. Pound the ground and you'll uncover the secret, such as the Special Heart above the yellow pipe.

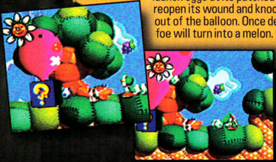




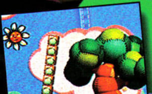
Journey to the right after you pass the arrow by Miss Warp #2 until you reach the exclamation point bubble. Shoot it to the unload a gap-toothed inflatable friend. Push your Control Stick up to extend the balloon skyward, then jump up to snag the floating heart.



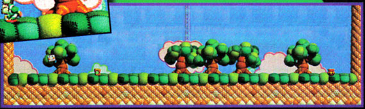
Shoot the mystery box to unleash the balloon baddie. The ol' windbag will blow hot air at you, but if you launch eggs at its patched-up hole, you'll reopen its wound and knock the wind out of the balloon. Once deflated, your foe will turn into a melon.



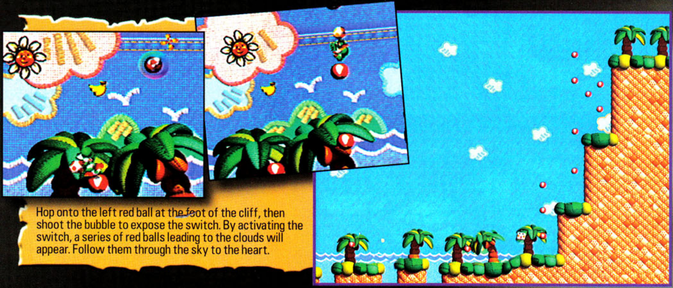
BONUS ROUND



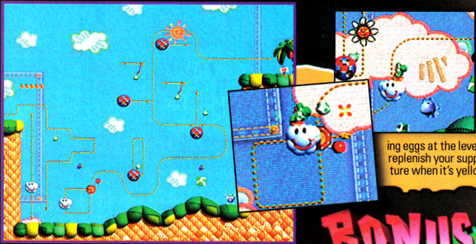
Launch an egg at the bubble beneath the two blue square boulders, then enter the vase to warp to the minigame. Balance the blocks so the stack slants to the right. If you deliver the entire pile to the flag, you'll receive seven melons.



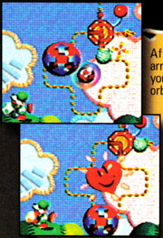
LEVEL 1-3



Hop onto the left red ball at the foot of the cliff, then shoot the bubble to expose the switch. By activating the switch, a series of red balls leading to the clouds will appear. Follow them through the sky to the heart.

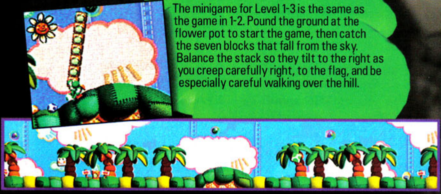


The mobile clouds will follow the dotted lines, but you can sometimes reroute your ride to another path by throwing eggs at the levers. If you run out of eggs, replenish your supply by eating a flying creature when it's yellow.

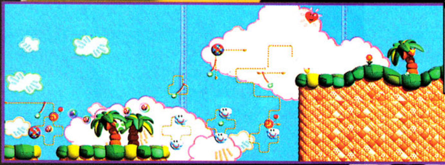


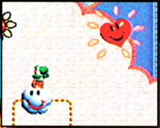
After walking past the arrow by Miss Warp #3, you'll spy a large red ball orbiting around a question mark bubble. The bubble contains a heart. The roving ball will deflect your eggs, so make shooting easier by egging the lever to get the red ball out of your way.

BONUS ROUND



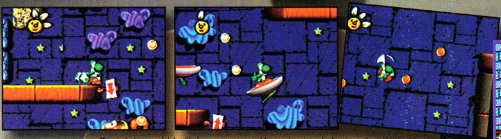
The minigame for Level 1-3 is the same as the game in 1-2. Pound the ground at the flower pot to start the game, then catch the seven blocks that fall from the sky. Balance the stack so they tilt to the right as you creep carefully right, to the flag, and be especially careful walking over the hill.



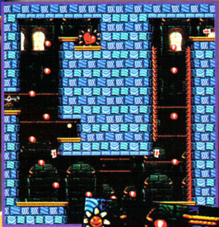


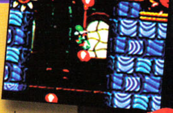
After capturing the second Special Heart, venture right to the network of clouds. Hitch a ride through the skies on a cloud, then work your way to the upper right. Directly above the top of the cliff you'll find the final Special Heart.

LEVEL 1-4

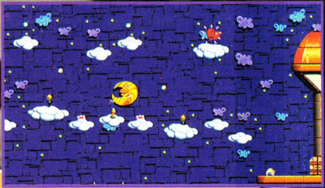


Board the wobbly flying saucer and keep it steady by tapping the Control Stick to the left or right. Steer clear of walls or ledges to keep your craft from vanishing out from under you. Fly to the upper right, then grab the umbrella to glide off the ledge.

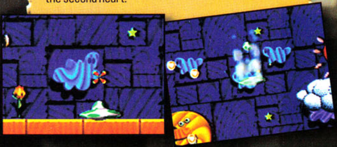


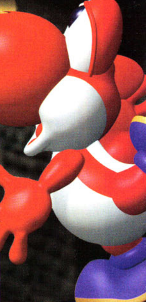


After using your umbrella to float to the bottom, enter the door. Slurp your way up along the red balls until you reach Poochy. From the dog, climb up and to the left until you reach the top ledge where a Shy Guy guards a Special Heart.



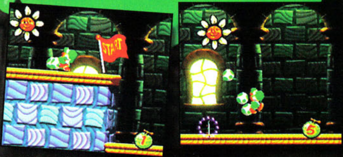
From the heart, drop down and take one of the right passages. Lick a tulip to transform Yoshi into an egg, then push and hold the Control Stick diagonally down to the left. When you release the Stick, your egg will jettison skyward to the right where a cloud cradles the second heart.

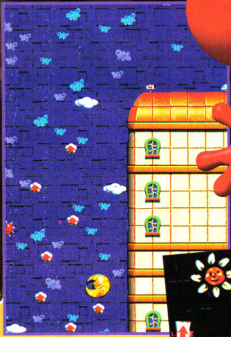




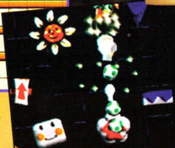
BONUS ROUND

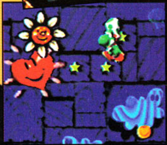
Climb up the red balls by Miss Warp #2, then fly left when you reach the white hint box. Pound the mystery box, then jump into the vase to warp to the long jump minigame. Leap before reaching the flag, then flutter as far right as you can. The number of melons you win for your effort will be determined by the number on the marker that you land by.

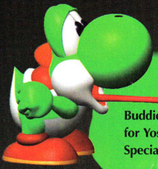




Enter the door on the right ledge by Miss Warp #3 (below the second heart). Behind the door, clouds blow air upward. Hop into their updrafts and let the gusts blow you toward the left side of the screen. On one of the left-hand clouds, you'll find where the third heart beats.



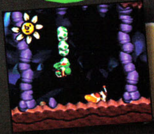




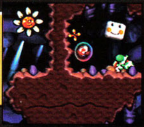
PAGE 2

In the second section of Yoshi's Story, the dinos head below ground. Throughout the world's four underground levels, Boo Buddies, Blarggs, Jurassic fossils, and other subterranean baddies are on the prowl for Yoshi. The foes are fierce, but the real heart of the matter will be finding the Special Hearts. Here's a brief rundown for finding the ones hidden in Page 2.

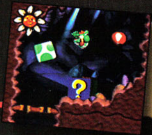
LEVEL 2-1



"What's that, Poochy? Pound the ground where you're standing and a Special Heart will appear? Good dog, Poochy! Good dog!" Poochy always appears to point something out.

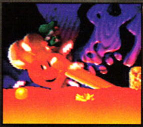


Journey left below the three elevator platforms, then jump into the cavern with the white hint box. After bursting the bubble, hop on the switch to make the Special Heart appear.

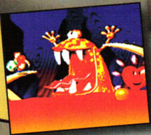


Ride the elevator platforms to the upper right ledge. Jump off its right side, then head left and up. Break the box, warp, then stomp the fossil's heads. When it's extinct, a heart will appear.

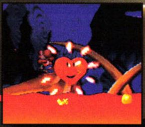
LEVEL 2-2



In Level 2-2, all three hearts are in plain sight. To collect the first one, stand on the bone until it lowers you to the heart. Before you sink into the lava, grab the heart and jump away.

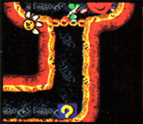


When the Blargg ducks beneath the lava, leap across the gap so you plummet under the rib bone on the right. When you reach the heart, quickly flutter to scramble your way back onto dry land.

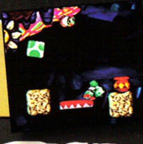


You'll find the final heart after you pass the elevator platforms and minigame. Stand on the bone to lower it into the lava, then leap up into the heart and onto the rib bone.

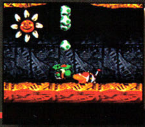
LEVEL 2-3



After crossing the orange ooze that's sheltered by the spiked ceiling, venture through the lower passage. Push the box to the right, then climb on it to jump to the room that houses the heart.

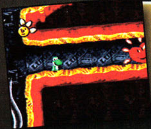


Journey right, past Miss Warp #2, and follow the path up to the warp vase. When you teleport, you'll face off with a slug. To earn your heart, defeat the slug by throwing eggs at it.

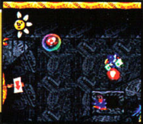


When you find Poochy, pound the ground to make a pair of platforms appear. Climb them to enter the passageway overhead. Inside, the caverns will lead you to the heart that's walled in by boulders.

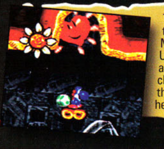
LEVEL 2-4



Fly a saucer up to the room that sporadically fills up with wisps of smoke. Walk along one of the smoke ribbons to the lower passage on the right to collect the first heart.



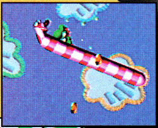
Ride the rushing water to the left. You'll eventually wash up in a pool of water. In the area directly above it, you'll find a bubble that will become a heart if you egg it.

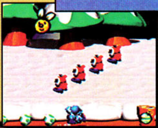


The final heart is in the top of the room where Miss Warp #4 sleeps. Using the wisps of smoke as bridges, run along the cloudy streams to reach the ceiling where the heart shines.

PAGE 3

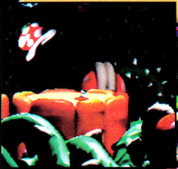
From under the ground to over the ground, the next plot twist in Yoshi's Story takes the Yoshis out of the caves and high into the skies. In Page 3, Yoshi will trudge through snow to ride balloons, storks and teeter-totters that are suspended in midair.

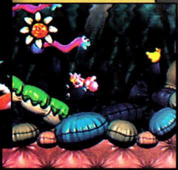




PAGE 4

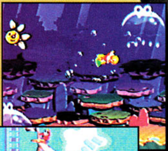
The quest for the Marvelous Tree of Mirth will then take the Yoshis into the jungle, where electric eels, hungry fish and Piranha Plants salivate over the thought of having a dinosaur for dinner. Page 4 will have Yoshi running and swimming to avoid becoming an appetizer in the jungles of balloons and thorny forests.

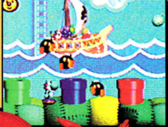




PAGE 5

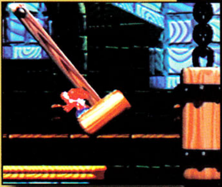
The picture book world could be a travelogue, with all the exotic locales contained inside its pages. In Page 4 of Yoshi's Story, the book becomes a naval novel as Yoshi navigates waters that swim with jellyfish, pirate ships and Shy Guys in submarines.

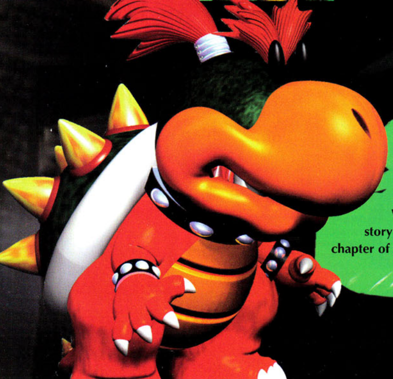




PAGE 6

The final chapter takes place in Baby Bowser's castle and ends with a climactic battle against him for possession of the tree. The li'l Koopa doesn't want the Yoshis to get that far, of course, so he's booby-trapped his pad with buzz saws, falling weights and enough ghouls to haunt Halloween a few times over. Finishing this story won't be easy reading!





END OF STORY?

Like a good book, Yoshi's Story is something that's hard to put down (or turn off, as the case may be). The game is loaded with secrets and endless ways to earn high scores and journey through the story. With so many possibilities, what's the best way to end the story? Check out NP next month, when we start the second chapter of our Yoshi's Story strategies. Until then, that's all we wrote.

CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

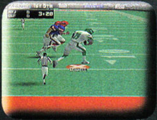
NFL QUARTERBACK CLUB 98

Football February

The pro football season may be over, but the gridiron action is still going strong here at Classified Info. NFL Quarterback Club '98 is in the leadoff spot again this month with eight more terrific codes. To enter these code words, first go to the main menu and then select the Enter Cheat menu. You may use either the Control Pad or Control Stick to select your letters. Press A to confirm. If a code is entered correctly, you'll hear a "whooping" noise.

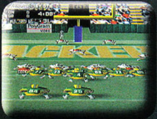
Goliath Mode

To turn all of your players into giants, enter GLYTHMD on the Enter Cheat menu. Uh, so what have you guys been eating, anyway?



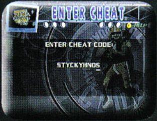
Blockheads

If you enter JPNSMWR as your code word, all of your players will be short and wide. Maybe this will help you hold the line of scrimmage!



Sticky Hands

You won't have to worry about a fumble with this code. Enter STYCKYHNDS as your code to give all of your players a grip of steel.



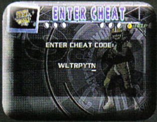
ENTER CHEAT

ENTER CHEAT CODE:

STYCKYHNDS

Speed Up

If you want all of your players to run like Walter Payton, type in WLTRPYTN on the Enter Cheat screen. Now go, go, GO!



ENTER CHEAT

ENTER CHEAT CODE:

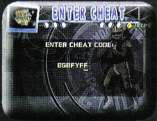
WLTRPYTN

Max Speed

If the previous code wasn't good enough for you, type in MCHLJNSN ("Michael Johnson") as your cheat. This will allow all your players to run at the maximum normal speed.

Strong Receivers

Type in BGBFYFF on the Enter Cheat screen to pump up your wide receivers. Your "Big Beefy Fast Flankers" will now perform better overall.



ENTER CHEAT

ENTER CHEAT CODE:

BGBFYFF

Jump Farther

If you enter CRLLWYS ("Carl Lewis") as your cheat, your players will then jump higher and farther.

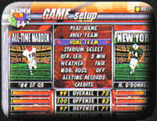
Turbo Mode

For the ultimate in speed, enter SPRTRBMD as your cheat. "Super Turbo Mode" will cause all your players to run at superhuman speed.

Madden Football 64

More Hidden Teams

Not to be outdone, Madden 64 has a few great codes of its own. To activate a hidden team, first enter the Season mode, select the Front Office option and then choose Create Player. To activate the "97 Conference A" team, enter "HOWLIE" as the player name. To activate the "97 Conference B" team, enter "LEI" as the player name. Enter "AT_MADDEN" (the underline is actually a space) to activate the All Madden squad. Save the player and exit. Now select Exhibition mode and scroll through the team list.


GAME setup
ALL-TIME MADDEN
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
QTR. LEN. 5 MIN
WEATHER FAIR
MOD. ROST. OFF
ALL-TIME RECORDS
CREDITS
NEW YOR
'84 SF QB
N. O'DONNE
99 OVERALL 75
100 OFFENSE 82
97 DEFENSE 71

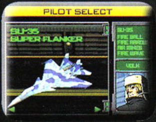
The secret teams are available in Exhibition mode only.

These teams will be able to trounce most opposing squads with ease.

Aerofighters Assault

Change Colors

If you'd like a different paint job on your ride, go to the Aircraft Select screen, highlight a plane and repeatedly tap the R Button to scroll through the different choices. This simple trick works in the Main Game, Boss Attack and Practice modes.


PILOT SELECT
SU-35
SUPER FLANKER

Select a new paint scheme and press A to confirm your choice.

You can battle against the forces of evil in style!

San Francisco Rush Extreme Racing

Rush Revelations

We're nowhere near the end of our list of codes for San Francisco Rush, and here are a few more juicy ones for your racing pleasure.

Change Viewing Distance

During a race, hold the View or L Button and press Up or Down on the Control Stick to change the camera distance and height. Just remember to keep your eyes on the road while you're making the changes!

Change Fog Color

On the Car Select screen, hold Z and press bottom C three times. If you enter the code correctly, the color of the fog in the viewing window will change.

Change Weight

To change your car's weight, go to the Setup screen, hold Z and press Up and then Down. Release Z and press Up, Down, Up and Down. Repeat the code to switch between several weight options.

SETUP
OPTIONS
CONTROLS
AUDIO

Track Textures

On the Setup screen, hold right C and press the L Button. Release both buttons and press Z. Repeat the whole sequence. This will change the track textures. Repeat the code to see other choices.

Special Car

First win any circuit. From then on, if you select the same car you used to win, you can press Z four times on the Track Select screen to enable a special car. This trick works in Circuit races only.

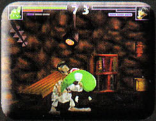
ClayFighter 63 1/3

More Claytalities

First off, we apologize for referring to "Claytalities" as mere "fatalities" in the last issue. And guess what? We have a few more for you to try out!

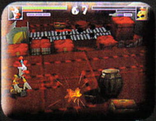
Pincer

Blob leads the pack with this cutting Claytality: stand at sweep distance, hold the L Button and press Down, Down, Toward and the R Button.



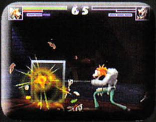
Exploding Drum

Bonker's Exploding Drum will blow out more than your opponent's ears! Stand at sweep distance and press Toward, Down and Toward.



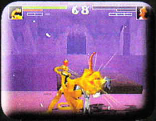
Death X-Ray

Stand at sweep distance and press Back, Down, Down and Toward. Leave it to the not-so-good Dr. Kiln to come up with a high-tech method for mayhem.



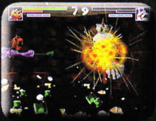
Fireworks

You'll have something to celebrate if you can pull off Taffy's Fireworks display. Stand at sweep distance and press Back, Toward, Back and Toward.



Scary

Even hiding under the covers won't protect your opponent from Ickybod Clay's Scary Claytality. Stand at sweep distance and press Down, Down, Toward, Back and the R Button.



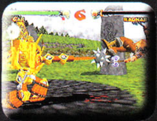
MACE
The Dark Age

Mech Moves

Last issue, we revealed how to activate War Mech. He's not very useful without a battle plan, so here's a quick primer on some of his better moves.

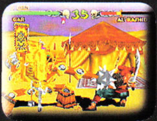
Telescope Arm

Use this telescoping arm attack to catch your opponent off guard: press Back, Toward and Strong Thrust.



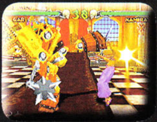
Anti-Turtle

If someone tries to "turtle," get in close and press Forward, Down and Quick Thrust. You'll convince him or her to come out and fight!



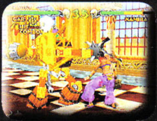
Combo 1

You can create combos by linking special moves together. For example, press Quick Thrust, Quick Thrust, Back, Down, Toward and Kick.



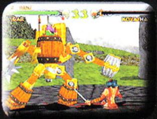
Combo 2

Try this 4-hit combo on for size. Jump toward your opponent and press Quick Thrust three times and then Strong Thrust once.



War Hammer

To unleash War Mech's Execution, deplete your opponent's energy, stand one step away and press Back, Toward, Down, Back and Strong Thrust.



CLASSIFIED INFORMATION

ROBOTRON 64

Cyber Cheats

The future will look a whole lot brighter with this new batch of Robotron 64 codes. The Shield, Flame Thrower, Speed Up and Radiation Spray codes are entered with the Control Pad and C Buttons during normal play. The Game Boy Mode and Auto Play codes are entered on the Setup screen.

Shield:
Down, Left, Left C, Right C

Flame Thrower:
Down, Right, Down, Right, Right C

Speed Up:
Left, Left, Right, Right, Top C

Radiation Spray:
Up, Down, Right C, Left C

Game Boy Mode:
Up, Down, Right, Left C, Down, Up, Left, Right C, Up, Down

Auto Play:
Left, Right, Up, Down, Left C, Right C, Left C, Right C (repeat whole sequence 3 times)

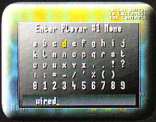
The effects of the weapon and power-up codes are only temporary.

The Auto Play Mode may give you some good hints on defeating the higher levels.

Extreme-G

More Name Cheats

We really hit the mother lode with Extreme G, didn't we? Here are a few more name cheats for you: antigrav (turns the screen upside down), fergus (puts a face on the cycles in Shoot-em-up mode), ghostly (makes parts of the track transparent), ra50 (allows you to skip tracks in Extreme Contest mode), stealth (turns all cycles invisible), wired (takes all the textures off the polygons, leaving only the wire frames), and xtream (speeds up the game). These names work in Extreme Contest, Single Player and Multiplayer modes.


Enter Player #1 Name

wired_

Change your name before a race. Use lowercase letters only.

Most of these cheats can be combined with one another.

SECRET OF MANA

Code Hunter Corner: Orb Alert

This is definitely the last word on the Orb Trick we ran back in Volume 102, we promise! After further testing, we discovered that this trick may be fine for experimenting, but not for actually completing the game. If you obtain all the Sword Orbs with this trick, but then reach a point in the game where you are offered another orb, your game will likely freeze and you won't be able to continue.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

**Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733**

MYSTICAL NINJA™

STARRING GOEMON

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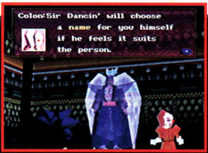
Never giving up

A mysterious alien ship is flying over Feudal Japan, transforming historic landmarks into stage props for a gaudy musical. What kind of twisted theater troupe would dare to rewrite history, making all the world a stage? Restore history in Konami's Legend of the Mystical Ninja for the N64, a humorous, one-player adventure game that's a blend of fantasy, history and science fiction. This month we cover the first half of the game and reveal the mastermind behind this fiendish plot.

AN OFFBEAT COMEDY ADVENTURE

Without a doubt, Konami's Legend of the Mystical Ninja promises to be one of the most bizarre games on the N64. The 3-D adventure game, which looks a lot like a Mario 64 with Zelda elements, is a direct translation of Ganbare Goemon, a successful and amusing title available in Japan. Since humor varies from culture to culture, some North American gamers may find that the translated jokes and puns in this game sometimes make little sense. The only reason you'll know that a joke is a joke is that the game has a laugh track—which can be annoying. Still, if you can bear the bewildering dialogue and get used to the exotic place names, you'll find that exploring the creative stages in the Mystical Ninja is time well spent.



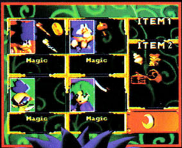
Colon: Sir Dancin' will choose a name for you himself if he feels it suits the person.

208 Ryo
×2
ITE

Mystical Ninja Starring Goemon is a humorous, action, adventure game that contains role-playing elements.

MYSTICAL CHAMPIONS

A mermaid, a robot and two bumbling—if not always hungry—ninja warriors might seem like an unlikely dream team for saving the world, but these multi-talented characters have special skills that are crucial for stopping the alien invasion. The keys to winning this game are learning to be resourceful and relying on teamwork. If you find yourself stuck, try switching to one of the other characters and using the tools and weapons in that character's inventory.



Teamwork is your key to victory. You'll need to switch between the four characters and use their skills to get past the obstacles you'll encounter throughout the game.

YAE

A secret ninja agent, Yae is an expert with both swords and guns. As you explore the advanced stages of Mystical Ninja, you'll find someone who will teach Yae her ultimate spell: the ability to transform into a mermaid.

SASUKE

Sasuke is a robot made by a wise man from Iga. While Sasuke has a variety of fire and freezing attacks, he won't be able to help you until you find the two batteries for his power pack. You'll find him in Zazen Town.

GOEMON

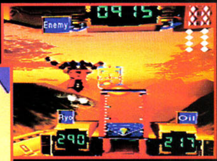
Goemon carries a pipe that he uses to bash open pots or rough-up ugly aliens that get in his way. Early in the game Goemon will find a Chain Pipe, which is the Mystical Ninja's version of Link's Hyrulian Hook Shot.

EBISUMARU

A self-proclaimed "Ninja of Justice," Ebisumaru settled down in Oedo to relax and eat all day. This warrior is slow—he almost waddles—but his hammer is great for smashing enemies and he knows how to cast spells.

GOEMON IMPACT

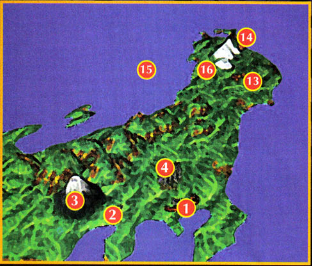
Goemon Impact is a gigantic robot you'll use in special robot battle stages. This simulation-style mode of play is unlike anything you've seen in other adventure games, and it make take time to thoroughly master the robot's complex controls and street fighting combos—but you'll have fun learning.

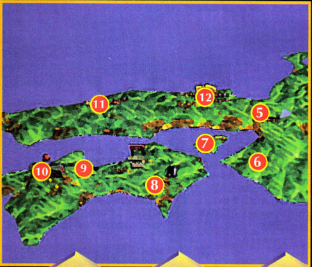


Goemon Impact stages consist of side-scrolling action and simulation-style battles.

A BIG LAND FOR A BIG ADVENTURE

Mystical Ninja Starring Goeman is set in Japan and is loosely based on what historians call the Edo Age. You don't need to review a history book to play the game—the most important thing to remember is that this game is huge, with plenty of places to travel through and explore.





MYSTICAL JAPAN

1. Oedo Town
2. Kai's Coffee Shop
3. Mount Fuji
4. Oedo Castle
5. Zazen Town
6. Kii's Coffee Shop
7. Kii-Awaji Island
8. Folkypoke Village
9. Iyo's Coffee Shop
10. Ghost Toys Castle
11. Izumo's Coffee Shop
12. Temple Castle
13. Omatsuri Village
14. Osore Mountain
15. Sabumarine Castle
16. Stone Circle

The game has many large areas. Later in the game you'll befriend a dragon who will fly you back to any previously explored area.

DEDO'S IN TROUBLE

GOEMON TO THE RESCUE—ALMOST

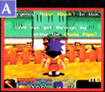
Your adventure begins in Oedo Town. Goemon and his buddy Ebisumaru are trying to bum a free meal when a giant UFO flies over Oedo Castle. A bright beam from the UFO transforms the noble Japanese landmark into a brightly-painted storybook castle. Now the King of Oedo is trapped inside the building by a bunch of roving monsters. It's up to Goemon to save the day—if he can find a way across the castle moat.

Goemon:What was that great big thing just now!

Goemon and Ebisumaru gawk in shock as aliens invade Oedo Castle.

① OEDO TOWN

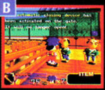
A



rgency (Silver Block) In Use.
(You can get through by using the Chain Pipe)

Don't bother getting wet—you can't cross the moat until you get the Chain Pipe from Mt. Fuji.

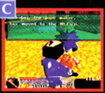
B



automatic closing device has been activated on the gate. It will no longer open!

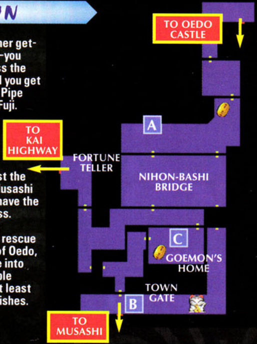
You won't be able to get past the gate to Musashi until you have the Super Pass.

C

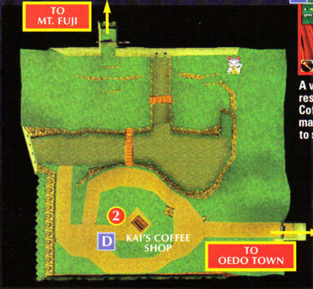


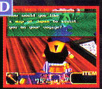
has moved to the Mt.Fuji.

After you rescue the King of Oedo, he'll move into your humble abode—at least he does dishes.



THE KAI HIGHWAY





ow would you like
a map of Japan to assist
you on your voyage?

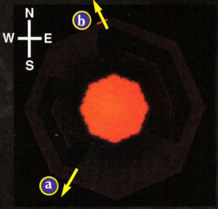
A weary traveler resting in the Kai Coffee Shop has a map that he's willing to share with you.

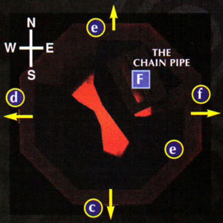
THE COFFEE SHOP IN THE SHADOW OF MT. FUJI

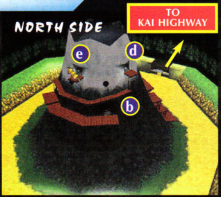
You can't rescue the King inside Oedo Castle until you find a Chain Pipe to cross the moat. The panicked citizens remember a guy who made Chain Pipes, but he ran off to Mt. Fuji. This towering volcano is just a short jog down the Kai Highway. If you get tired, you can stop off at the Kai Coffee Shop and talk to other weary travelers. One adventurer even has a map that he's willing to share with you. To activate the map, pause the game by pressing the Start Button and then press the Z Button.

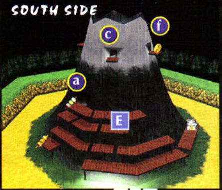
Goemon can swing his pipe or throw money to defeat the Kai Highway monsters.

③ MT. FUJI



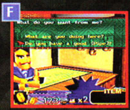






E
ITEM
116
x2

A rolling stone gathers no moss, but it might gather you up and roll you off the mountain.



What do you want from me?

What are you doing here?
Do you have a good [Pipe]?

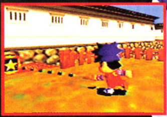
Mokubei is a master craftsman. If you make it to his home on top of Mt. Fuji, he'll give you the Chain Pipe you need to get into Oedo castle.

MAP KEY

- MONEY (Ryo)
- DUMPLING
- SPARKLING DUMPLING
- SILVER FORTUNE DOLL
- GOLD FORTUNE DOLL
- 1-UP
- SILVER KEY
- GOLD KEY
- DIAMOND KEY
- MAP (Mr. Elly Fant)
- GUARDIAN LOCATOR (Mr. Arrow)

GOEMON TO THE RESCUE—REALLY!

Armed with the Chain Pipe and plenty of courage, Goemon and Ebisumaru are ready to storm the castle—well, almost. All good rescuers should stock up on supplies and save their progress before going into battle. Items like armor, extra food, and something to protect your noggin are vital for success. Buy a hat and Metal Armor at Oedo's General Store, then get a Plum Rice Ball. If these items seem a little pricey, break open the pots in the first room inside Oedo Castle. You can keep going in and out of the room until you have the cash and supplies you'll need to complete your rescue mission.



[Oedo Castle/Entrance]

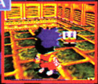
Once you have the Chain Pipe, you can use it to cross Oedo Castle's broken bridge.

THE FIRST BATTLE

MAZE, MAPS AND MR. ARROW

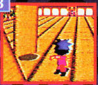
Oedo Castle isn't a confusing maze, but there are two items you should always look for when you explore castles. The first item is the map—it looks like a miniature elephant and it draws every room you've explored in the maze. The second item you need to find is the guardian locator, which is also called Mr. Arrow. This little guy will point out where the biggest and baddest monster in the maze is located. Once you locate and defeat the guardian in any maze, it will automatically be completed.

A



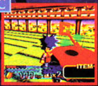
This little elephant character never forgets a floor plan. Find him and you'll have the map.

B



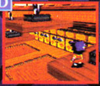
Flying floor tiles ala Link to the Past! If you destroy the tiles, you'll get a silver key.

C



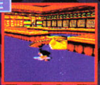
You'll find a gold key in this crowded room if you clear out all of the monsters first.

D



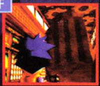
Don't worry about getting squished—ride on top of the stomping platforms to find a silver key.

E

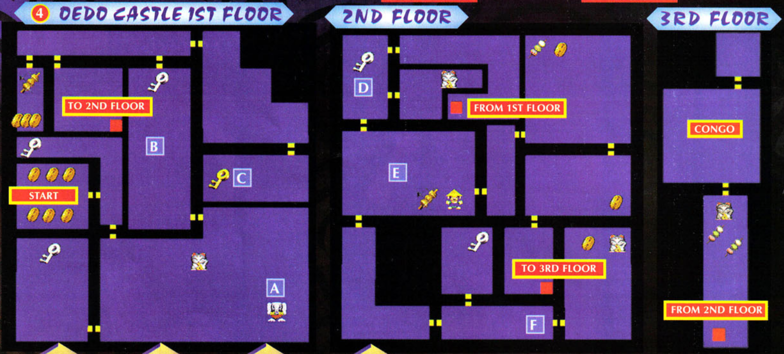


You'll need to explore the three other rooms before returning to unlock this silver lock.

F

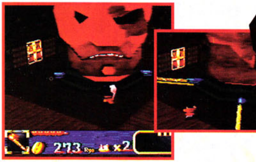


A giant stone hand blocks this passage until you defeat Congo. Return here after the battle.



CONGO THE NEW KING OF OEDO CASTLE

There's a safe spot beneath Congo's chin. Stand underneath his chin and hit him repeatedly until he unleashes his rotating laser-beam attack. Jump over the beams, then run back underneath his chin and hit away until he explodes.



If you stand beneath Congo's chin, you'll find a spot where you'll be safe from his fiery breath attacks.

THE SUPER PASS AND SHINANO IGA

After you topple Congo, the King of Oedo will reward you with his Super Pass. The pass unlocks the gate leading to Musashi, the coastline outside the walls of Oedo Town. Return to the town and load up on supplies before you show your pass to the guards at Oedo's gates. If you stop in at your house, you'll notice that the King will be living here. At least he'll promise to wash all the dishes while you're gone. Explore Musashi and get the Silver Fortune Doll before you enter the tunnel leading to Shinano Iga.

Lord:I beg you!

You bet! We won't let you down! Give me a break...

The King of Oedo will be so happy that he'll give you his Super Pass. Then you'll be ableto leave town.

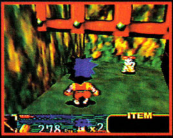
This is the Lord's Super Pass!

You don't have to use the Super Pass as an item—the guards will see it when you walk up to them.

NEW PLACES AND FACES

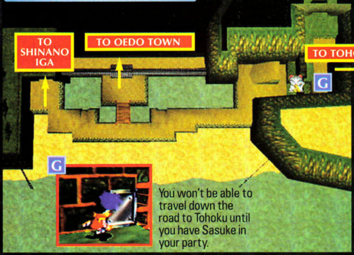
TOWN GOSSIP AND BEACH COMBING

With the King of Oedo taking up residence in your house, you won't have any choice but to get on with your adventure. Most of the Oedo townsfolk are now gossiping about new topics. Scour the village for clues about the invaders, then make your way through the Shinago Iga tunnel. You won't be able to explore the road to Tohoku until later in the game.



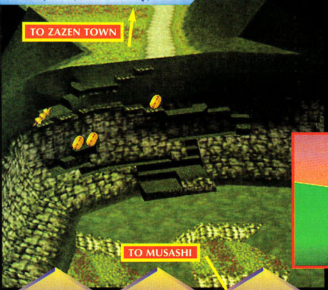
The road to Tohoku might be closed right now, but you can still reach this Silver Fortune Doll.

MUSASHI



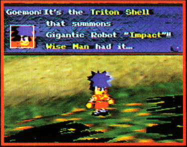
You won't be able to travel down the road to Tohoku until you have Sasuke in your party.

SHINANO IGA



SHINANO IGA

The first portion of Shinano Iga is a climb up a steep mountain. If you take your time and carefully gauge your jumps, you won't have a problem arriving at the top of the bluff just in time to see the Wise Man's house being obliterated. All that remains will be the Triton Shell. Use it to call Goemon Impact.



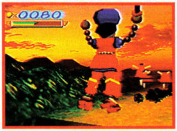
Goemon: It's the Triton Shell
that summons
Gigantic Robot "Impact"!!
Wise Man had it…

Nothing will be left of the Wise Man's house except this Triton Shell. Use it to call Goemon Impact.

Don't worry about climbing into Goemon Impact—he'll automatically beam you aboard.

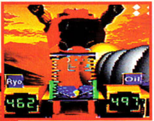
KASHIWASHI THE WARTIME KABUKI ROBOT

Kashiwashi is the first robot opponent you'll encounter in the game. The key to defeating this oversized mechanized monster is knowing how to use Goemon Impact's weapon control system. Use the Chain Pipe to drag Kashiwashi into pummeling range, then knock him down and riddle him with bullets. Vary your attacks so he can't predict your next move.



The first part of the battle is a side-scrolling charge. Conserve valuable energy by jumping over the ditches and bridges surrounding the towns and forests.

Kashiwashi's palm attack is easy to stop—just wait and punch him in the head the moment before he hits you.



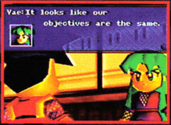
Enemy
Ryo
352
Oil
057

If you can stun Kashiwashi and Goemon Impact has full laser power, you can use the Mouth Laser Beam to inflict heavy damage.

YAE JOINS UP

THE ZAZEN TOWN OF YAMASHIRO

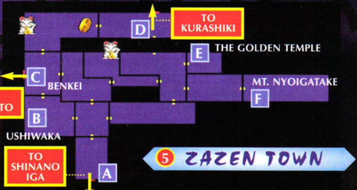
Goemon and Ebisumaru will meet up with Secret Ninja Agent Yae on the outskirts of Zazen. After watching the duo blast the bad guys with Goemon Impact, Yae will suggest that she join the party. As they explore the town, the trio should stock up on supplies. While talking to the townsfolk, you'll learn that all the children who have dancing skills have been kidnapped. What's going on? The answer lies behind a stubborn warrior named Benkei.



Yae: It looks like our objectives are the same.

Yae is hot on the trail of the aliens. You'll catch up to her in Zazen Town

5 ZAZEN TOWN



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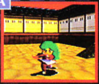
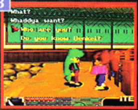


Your party expands by one when you talk to Yae just outside Zazen Town. Yae's bazooka is a powerful long-range weapon.

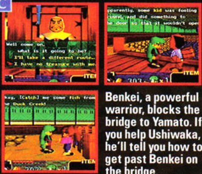
B



What?
Whaddya want?
Who are you?
Do you know Benkei?

A egocentric and boastful knight, Ushiwaka knows how to get past Benkei. You'll find Ushiwaka fishing near Duck Creek.

C



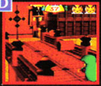
Well come on,
what is it going to be?
I'll take a different route…
I have no treasure with me.

pparently, some kid was fooling
round, and did something to
he door so that it wouldn't ope

kay. [Catch] me some fish from
he Duck Creek!

Benkei, a powerful warrior, blocks the bridge to Yamato. If you help Ushiwaka, he'll tell you how to get past Benkei on the bridge.

D

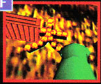


Like the road to Tohoku, this gate won't open until after you've moved on to other towns. Return to it later.

E

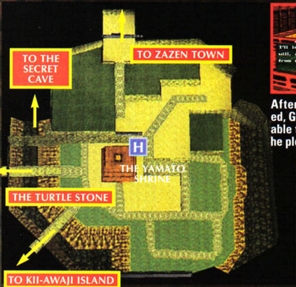
The Golden Temple holds the secret to Shrinking Magic. Ebisumaru will learn the spell later in the game.

F



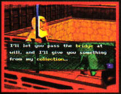
A lonely man stands on top of Mt. Nyoigatake. You can talk to him when Sasuke learns to fly.

YAMATO



ZAZEN'S BRIDGE TO YAMATO

With Benkei out of your way, Goemon and the gang will be free to explore the land of Yamato. There's a towering shrine in the middle of Yamato, but there doesn't seem to be a way to break the magical seal on the door. This wonderful land is full of magic—there's even a magical rock called the Turtle Stone in the nearby Bamboo Forest. It's rumored that if you push the stone around to each one of the points on the compass, strange things will happen. The Turtle Stone could be Goemon's magical key to the Yamato Shrine.

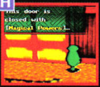


I'll let you pass the bridge at will, and I'll give you something from my collection…

After Benkei is defeated, Goemon will be able to come and go as he pleases.

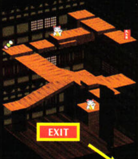
YAMATO SHRINE

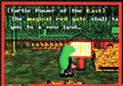
H



This door is closed with [Magical Powers]…

This door is locked. The only way into Yamato Shrine is through the magical gate at the Turtle Stone.

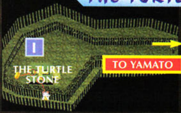




[Turtle Power of the East]
The magical red gate shall ta
you to a new land…

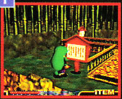
To activate the magical gate leading to Yamato Shrine, push the Turtle Stone all the way to the north.

THE TURTLE STONE

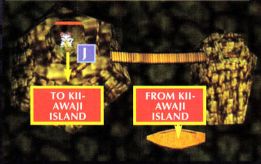


Magical things begin to happen when you push the Turtle Stone to any of the four points on the compass.

I



HUSBAND & WIFE ROCKS



KII-AWAJI ISLAND

Unlike the tranquil area around Yamato, monsters lurk everywhere on Kii-Awaji Island. If you're on your way to fight the mind-control robot above the Awaji Island Tourist Center, you'll need to keep your strength maxed out. If you take damage during the journey, stop off at Kii's Coffee Shop and buy some food. You'll also find a 1-up behind the store—you'll need all the life you can gather for the upcoming battle.

Push the Turtle Stone south to warp to the boat moored near Husband & Wife Rocks.

J

Walk beneath this red gate at the top of Husband Rock to teleport back to Kii-Awaji Island.

K

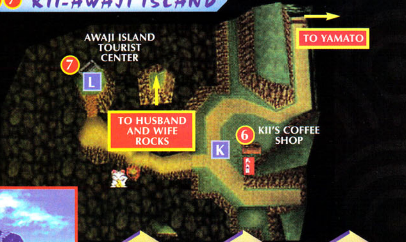
The guide at the Awaji Island Tourist Center is informative, but he can't help you until you help him.

L

elcome!
This is Oedo Tourist Center
Awaji Island Branch!

If the dragon cooperated, you could fly from the Awaji Island Tourist Center to the Shikoku District.

⑥ ⑦ KII-AWAJI ISLAND



THE BATTLE ON THE DRAGON'S SPINE

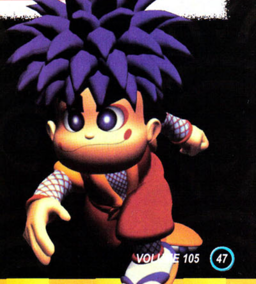
Normally, the dragon would take you wherever you wanted to go in Japan, but the aliens have implanted a mind-control robot in the back of his head. It's up to you to defeat the robot and free the dragon. If you have not saved your game since the Turtle Stone, it's probably a good idea to return to Zazen Town to repair your armor and save your progress. The mind-control robot doesn't have super-tough armor, but it's very difficult to maintain your balance while the dragon is twisting and turning high in the sky. After you free the dragon, he'll give a flute to Yae. Yae can use the flute to call the dragon—he'll automatically transport your party to anywhere you've been in Japan.

The dragon rocks and sways as it flies through the sky—keep your balance by running up his spine.

MIND AGAINST MATTER

Maintaining your balance is the toughest part of the battle against the mind-control robot on top of the dragon. You can damage the robot only when it stops spinning. Retreat from the robot while it is spinning, but remain near the dragon's pointed spine so you won't fall.

You can't damage the mind-control robot when it's spinning, so keep your balance and distance until it slows down and finally stops.



⑧ FOLKYPOKE VILLAGE

M

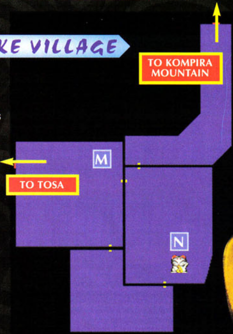
ral Store:Welcome.
hat are you in need of today

Plain Rice Bal
Plum Rice Ball
Surprise Pack
ITE

Can you put a price on life? Maybe not, but you can buy 1-ups at this store for 500 Ryo.

N

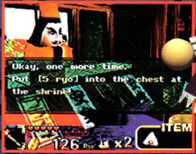
You need to be really small to reach this Silver Fortune Doll beneath the haystack. Return here when Ebisumaru learns how to shrink.



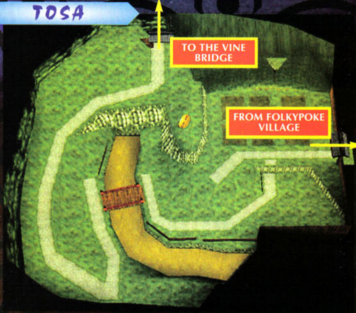
SAVE THE CHILDREN

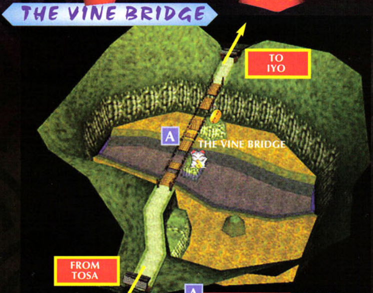
FOLKYPOKE VILLAGE AND KOMPIRA MOUNTAIN

Like the natives of Zazen, all the citizens of Folkypoke are upset about the missing children. What kind of twisted mind would kidnap the kids who can dance? Save your game in the village, then go to the top of Kompira Mountain and make a five-Ryo donation at the Kompira Shrine. You'll be given the Medal of Flames for your generosity.



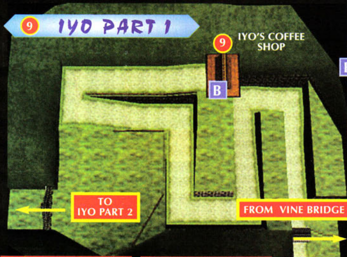
Okay, one more time.
Put [5 ryo] into the chest at the shrine!

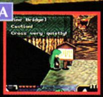




THE SECRET OF DOGO HOT SPRINGS

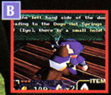
Armed with the Medal of Flames, Goemon and the gang will venture across the rickety Vine Bridge and all the way to the Dogo Hot Springs to find out that the place is closed. What's up with that? If you talk to the folks gathered inside the Iyo Coffee Shop, one of them will mention that there's a tiny hole in the side of the building housing the springs. If only you were small. A woman in the shop says that she saw a dwarf at the springs—a grumpy guy from Zazen Town. Wait! That sounds like Ushiwaka! Call the dragon and fly back to Zazen.





ine Bridge]
Caution!
Cross very quietly!

The bridge sign says to "walk quietly," but what you really need to do is walk very slowly.

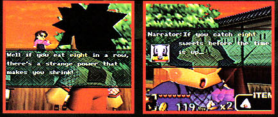


he left hand side of the doo
ading to the Dogo Hot Springs
f [Iyo], there is a small hole!

The folks inside Iyo's Coffee Shop know about a tiny secret entrance to Dogo Hot Springs.

but I saw a dwarf in
the [Zazen Town]!

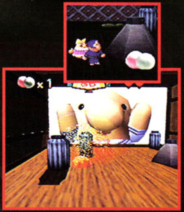
A customer in Iyo Coffee Shop describes a dwarf who resembles Ushiwaka from back in Zazen Town.



Well if you eat eight in a row,
there's a strange power that
makes you shrink!

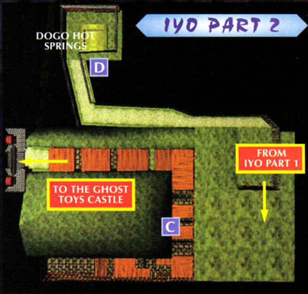
Narrator: If you catch eight
sweets before the time
is up...

Upon returning to Zazen Town, find Ushiwaka. He'll tell you to visit Zazen's Golden Temple and eat eight sweets in a row—that's no problem for hungry Ebisumaru.



You must complete a test to earn the Shrink Spell: find eight sweets within the 100-second time limit.

IYO PART 2



Ebisumaru can get Goemon and the gang through this tiny gap after he learns the Shrink Spell.

Indulge yourself in Dogo Hot Springs' healing waters by pressing the Z Button.

HOT WATER AND TERRIBLE TOYS

After completing Ushiwaka's sweet test in Zazen, Goemon and the gang should return to Dogo Hot Springs. With his new Shrink Spell, Ebisumaru will have no problem getting everyone through the tiny mouse hole leading to the springs. If you need to replenish your life, press the Z Button while sitting in the hot water. After everyone is rested, use the Shrink Spell again to continue up the path to the dark and mysterious Ghost Toys Castle. Save your game before you go inside.

Peach Mountain Shoguns
[Ghost toys castle]

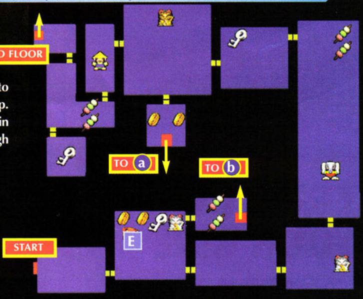
Use Goemon's Chain Pipe to pull yourself across the holes in the road leading up to the Ghost Toys Castle.

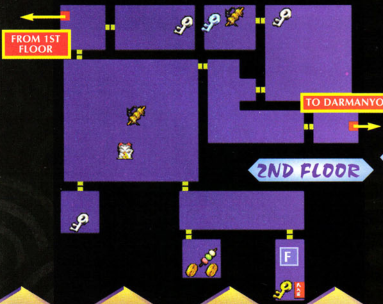
A CREEPY CASTLE

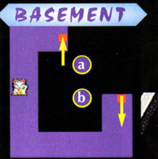
INSIDE THE GHOST TOYS CASTLE

The Ghost Toys Castle is a dark place. Use Goemon's Medal of Flames to light the magical torches that control the doors inside the haunted keep. Find the power switch to turn on the Crane Game, then play until you win the Wind-up Camera. Ebisumaru can use the camera to find a way through the dark.

⑩ THE GHOST TOYS CASTLE 1ST FLOOR







You'll have to go down into the basement to reach the power switch for the Crane Game.

Don't grope in the dark—use Ebisumaru's camera to reveal the path along this tricky floor.

THE DHARMANYO

The Dharmanyo is one of the easiest robots to defeat in the game. Use the Wind-up Camera to expose his weak spot, then dodge his bombs and hit him when you have an opening.

Dodge Dharmanyo's bombs and use Ebisumaru's Wind-up Camera to expose his hidden weak spot.

A FINAL WARNING

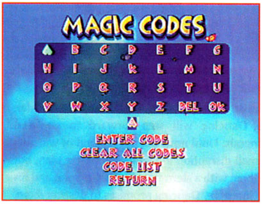
With Dharmanyo destroyed, the mysterious alien leader, Spring Breeze Dancing will step forward to confront Goemon and his friends. Until now, the brave band of warriors has been only a small disruption in Dancing's master plan, but the leader leaves them with a stern warning: If Goemon and his band continue to interfere, Dancing promises to destroy them.

The secret's out! We're rolling out all 21 of DKR's codes so that all you monkeys can tinker with the game.

DIDDY KONG RACING™ MAGIC CODES

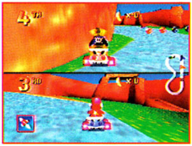
TRICK OUT YOUR RIDE

Once you defeat Wizpig, the credits will roll, and the sequence will reveal a magic code that'll soup up your ride in Tracks mode. However, to discover all 21 of DKR's codes, you'll have to beat Wizpig at least 21 times (probably more since the credits display the codes randomly). Or, you can simply input the codes we're listing here. (All codes in red will work in both Adventure and Tracks mode; codes in black work only in Tracks mode.)



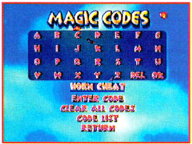
CODE	EFFECT
ARNOLD	Big characters
BLABBERMOUTH	Horn cheat
BODYARMOR	All balloons are yellow and purple
BOGUSBANANAS	Bananas reduce speed
BOMBSAWAY	All balloons are red
BYEBYEBALLOONS	No balloons in game
DOUBLEVISION	Select same player
FREEFORALL	Maximum power-up
FREEFRUIT	Start with 10 bananas
JOINTVENTURE	Two-player adventure
JUKEBOX	Music menu
NOYELLOWSTUFF	No bananas in game
OFFROAD	Four-wheel drive
OPPOSITESATTRACT	All balloons are rainbow
ROCKETFUEL	All balloons are blue
TEENYWEENIES	Small characters
TIMETOLOSE	Ultimate AI
TOXICOFFENDER	All balloons are green
VITAMINB	No limit to bananas
WHODIDTHIS	Display credits
ZAPTHEZIPPERS	Turn off zippers

ARNOLD


4TH
x0
3RD
x0

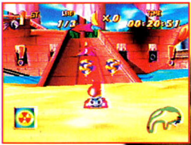
"ARNOLD" refers to Schwarzenegger and not that little guy from Diff'rent Strokes, so when you use this code word, you'll pump up your driver to a beefier size. With your wide load, snagging those Silver Coins will be sizably easier.

BLABBERMOUTH


MAGIC CODES
A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z DEL OK
HORN CHEAT
ENTER CODE
CLEAR ALL CODES
CODE LIST
RETURN

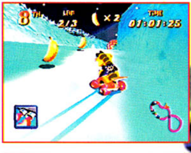
What's more annoying than the sound of a horn honking? How about a horn that yips or yelps "Whoo-hoo"? This code will replace your horn's toot with your driver's voice.

BODYARMOR


1ST
LAP 1/3
x0
TIME 00:20:51

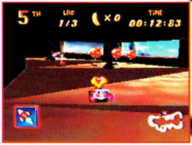
To make all balloons Shield Balloons, enter "BODY-ARMOR." The code won't work in the battle arenas or in Adventure mode, so the only good your shields will do is protect you from rolling snowballs or UFO laser fire.

BOGUSBANANAS


8TH
LAP 2/3
x2
TIME 01:01:25

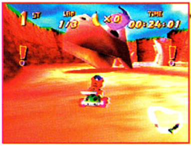
Normally, the more bananas you collect, the faster you'll be able to drive. This code throws a wrench in the works by causing bananas to reduce your speed. And it's not always easy to swerve out of the way of some bananas!

BOMBSAWAY

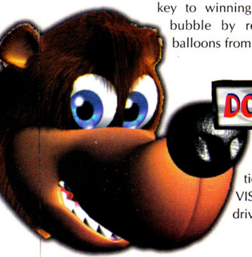

5TH
LAP 1/3
x0
TIME 00:12:83

Too bad this code doesn't work in Adventure mode or battle arenas, because "BOMBSAWAY" turns every balloon into a Red Missile Balloon.

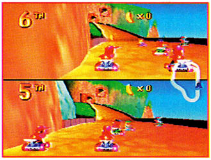
BYEBYEBALLOONS


1ST
LAP 1/3
x0
TIME 00:24:01

If your fellow racers think that DKR's weaponry is the key to winning, burst their bubble by removing all balloons from the track.



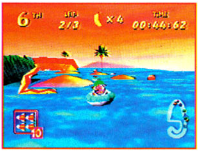
DOUBLEVISION


6TH
x0
5TH
x0

Every Diddy Kong Racing character races and handles differently, so no multiplayer competition is completely fair. However, with "DOUBLEVISION" you and your friends can select the same driver for a truly even matchup.

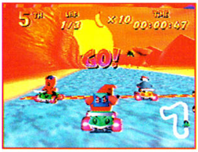
FREEFORALL

If you can't wait to collect three like-colored balloons for the maximum power-up, activate "FREEFORALL." The code is especially helpful in the arenas, since one balloon will give you a bubble, missile pack, purple boost, or green magnet.


6TH
LAP 2/3
×4
TIME 00:44:62
10

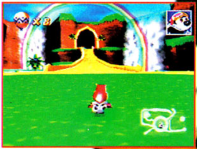
FREEFRUIT

With "FREEFRUIT," you can start out with a higher top speed, thanks to the 10 bananas that the code gives you. Or, handicap your race by activating this code along with the sluggish "BOGUSBANANAS" code.


5TH
LAP 1/3
×10
TIME 00:00:47
GO!

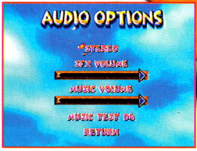
JOINTVENTURE

This code lets two players play cooperatively in Adventure mode. Only one needs to win each race, so the other driver can lag behind to shoot down racers who close in on his or her buddy's tail.



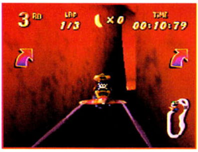
JUKEBOX

Forget about keeping both hands on the wheel and snap your fingers to DKR's 65 tunes by entering the "JUKEBOX" code and then accessing the Audio Options screen.


AUDIO OPTIONS
STEREO
SFX VOLUME
MUSIC VOLUME
MUSIC TEST 05
RETURN

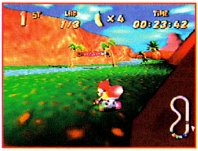
NOYELLOWSTUFF

Yes, we have no bananas! You'll have to rely on zippers and Blue Balloons if you use this code, since it will remove all bananas from the tracks.


3RD
LAP 1/3
×0
TIME 00:10:79

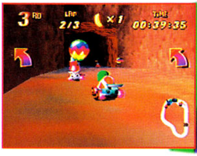
OFFROAD

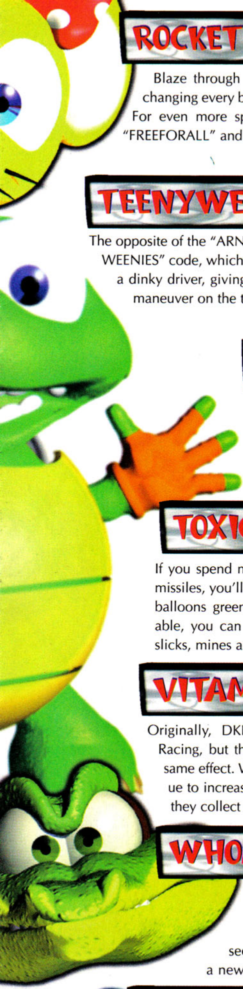
If you have trouble staying on the road, then this is the code for you. "OFFROAD" enables you to drive on grassy and sandy areas without losing speed.


1ST
LAP 1/3
×4
TIME 00:23:42

OPPOSITESATTRACT

"OPPOSITESATTRACT" is the perfect code for racers who are constantly playing catch-up. By entering the magic code, all balloons in Tracks mode (with the exception of the battle arenas) will become Rainbow Magnet Balloons.


3RD
LAP 2/3
×1
TIME 00:39:35



ROCKETFUEL

Blaze through the courses faster than ever by changing every balloon into a Blue Boost Balloon. For even more speed, use this code along with "FREEFORALL" and "FREEFRUIT."

3RD
LAP 2/3
×0
TIME 00:34:73

TEENYWEENIES

The opposite of the "ARNOLD" code is the "TEENYWEENIES" code, which shrinks your character into a dinky driver, giving you a little more room to maneuver on the tracks.

TIMETOLOSE

To smarten up the CPU drivers, enter "TIMETOLOSE." The code will increase the CPU drivers' artificial intelligence, making them better racers who can stay neck-and-neck with the leader of the pack.

2ND
LAP 1/3
×1
TIME 00:16:03

TOXICOFFENDER

If you spend most of your time in the lead dodging missiles, you'll find relief in this code, which turns all balloons green. With only Dropper Balloons available, you can keep the lead by leaving behind oil slicks, mines and bubbles.

8TH
LAP 1/3
×2
TIME 00:51:27

VITAMINB

Originally, DKR had a 22nd code, High-speed Racing, but the Unlimited Bananas code had the same effect. With "VITAMINB," racers will continue to increase their top speed with every banana they collect beyond the usual 10-banana limit.

1ST
LAP 2/3
×6
TIME 00:52:29

WHODIDTHIS

To view the credits without having to defeat Wizpig, type in "WHODIDTHIS." The sequence, however, won't reveal a new cheat.

ZAPTHEZIPPERS

Activating "ZAPTHEZIPPERS" will remove all zippers from the courses in Tracks mode. For a race that tests your driving skills rather than your ability to use power-ups and boosts, combine this code with "BYEBYEBALLOONS" and "NOYELLOWSTUFF."

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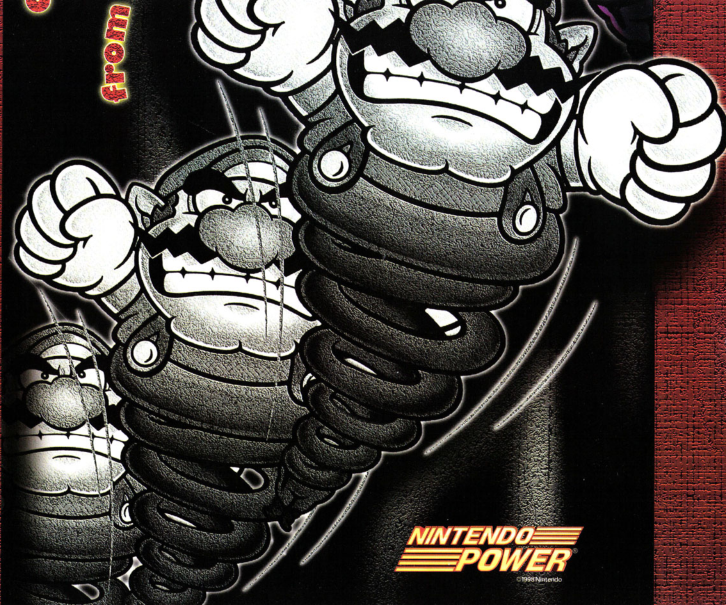
WARIOLAND II
TM

OMING SOON
to your GAME BOY
NINTENDO


from
NINTENDO POWER

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Fighters Destiny™

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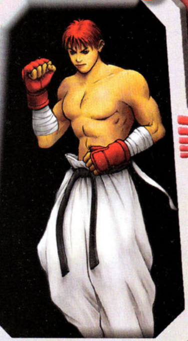
It isn't easy getting a master's degree in Fighters Destiny, but it's worth the effort since you'll earn 11 new moves. So plug in a fresh Controller Pak and take notes from Professor Fike.

EARN A MASTER'S DEGREE IN FIGHTOLOGY

Jamie Fike, lead tester at Ocean of America, has probably played more Fighters Destiny than anyone alive. "I would like everyone to think of me as the Fighters Destiny god," Jamie joked. But this fighter, in spite of comic elements like the cow and dummy characters, is serious business to fighting fans. Jamie feels that the point system gives FD greater replay value than more standard death match games. "There are so many ways to get seven points." he explained. "And so much skill and strategy is involved. Every match is different because it isn't just three strikes and you're dead."

Who better than Jamie to turn to when you want to beat the Master Challenge and earn all the moves in Fighters Destiny? For your course of study, we're including Jamie's assessment of each fighter and a list of the moves you can earn, including the moves for the four special characters. Study well, Grasshopper, and perhaps someday you will be the master.

RYUJI



"Ryuji is combo oriented, more of a Street Fighter kind of character," says Jamie. "This is a balanced fighter, but his kicks are a big strength. The uppercut is like a dragon punch and you can build up the punch by repeatedly hitting the B Button. Once your opponent is dizzy from the uppercuts, you can use the special to score four points."

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
Triple High Kick	→ BBB	—
Combo High-Low	→BBA	—
Con. 3 Kick	→ABB	Knock Down
Con. 3 Fist	BB←B	Knock Down
Surface Mach Punch	→→ABB	Counter Float
Surface Mach Punch 2	→→AABBB	Counter Float
Back Mach Punch	↓↘→BBBB→B	Counter
Mach Upper	←←B	Float
Mach Kick	←↙↓AAB	Float
Rock Crusher	→↘↓B	Reel
Shinra-Bansho-Zen	↓↘→←B	Special

The highlighted skills are gained through completing the VS Combat circuit.

ABDUL

"Abdul specializes in low kicking moves that are hard to block. He often turns away from his opponent, then does a spin kick low down." Jamie emphasized that use of low kicks and punch combos are the way to wear down opponents when you control Abdul. "He uses some misdirection, but he's not nearly as tricky as some other characters and he can be a standard fighter."

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
Thrust Hell Thrust	←BBBBB	—
Fire Ball Sky	↓↑B	—
Hell Jab 2	BBB	Counter Power Up
5 Rapid Snake	→B←BBBB	—
Rabbit Hell	↓→B	Counter
Dallah Bow	←→BAA	—
Dallah Cheer	←→BABB	Knock Down
Poison Hand	↑B→B	Reel
Pata-Pata Attack	←→→BBA	Knock Down
Bata-Bata Attack	BBAB→A	Knock Down
Hell Hyakuretsu-Ken	↓→←↓B	Special

PIERRE

According to Master Fike, Pierre the clown is one of the hardest fighters to use. "Misdirection is his main skill. He has lots of tumbling moves and great throw moves." To defend against Pierre, Jamie recommends reversing his throws. "He uses lots of throw moves, so when you see the throw gauge, push away and use your own character's throw move to do the reverse."

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
Infinity Spin	→←	Move
Double Spin Low 2	→AA	Attack Power Up
Combo Elbow	BBB→B	—
Combo Crouch Kick	BBBA	—
Air Low Kick	↓→BBA	—
Quick Middle	←BB	—
Crab Kick	←BB↑B	Counter Float
Unbelievable	AB*	Trick Skill
Satellite Kick	←→B*	Reel
Delay Satellite	←→B↓*	Reel
Back Heel Tap 3	↓BBB*	—
Bamboo-copter	→↓↘B	Special
Very Mysterious Dance	←←→B	Special

* While opponent is behind you.

LEON

Clearly, Jamie isn't a huge Leon fan. "Who?" he joked. "You mean that little guy?" Leon turns out to be another standard fighter with good quickness and lots of counter moves. Check out the counters that you can earn from the Master Challenge for Leon. Leon is also a spinner. He spins into punches and kicks, like the Back Knuckle Tornado.

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
2 Low Counter High	AA→B	Counter
Jolt Knuckle Blow	→→B→B	—
Sun Knuckle	↗BB↑B	Counter
Outside Spike	↓B	Counter-Float
Combo Sinker Arm	←←BBB	—
Double Spin Kick	←←B↓B	Knock Down
Rainbow Riser	←↓B	Counter Float
Rainbow Riser 2	←↓BB	Counter
Rainbow Riser 3	←↓BBB	Float
Rainbow Riser 4	←↓BBBB	Knock Down
Rainbow Riser 5	←↓BBBBB	—
Back Knuckle Melt	↙BBA	—
Back Knuckle Rise	↙BBB↙B	Counter-Float
Jackal Spin Combo 2	↘B←B	—
Jackal Spin Combo 3	↘B←BB	—
Super Nova	↓↙←→B	Special

TOMAHAWK

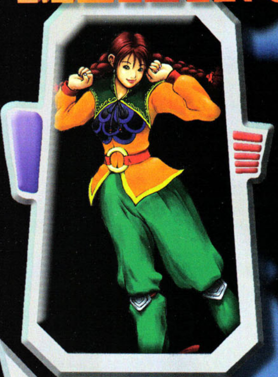
"He's big but faster than Bob. His main attribute is power and he uses upper body attacks." According to Jamie, if Bob connects on a combo of three big punches, it will make virtually anyone get dizzy. "He's all offense and his kicks aren't great, but the grapple move is very strong. He also has this cool special where he spins fighters around by their legs."

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
KK Blow	→BB→B	Knock Down
Drop Kick 2	BBB	Counter Power Up
Power Toe	BB↓B	Knock Down
Stomping 4	→AAAA	—
Fight Kick	↓↙←B	Knock Down
Low Drop Kick	→→A	—
Quick Quarter	↓B	—
Ali Savate	↘AB	—
Reverse Drop Kick	↑B*	—
Throw Reserve	→→AB	Move
Reserve Breaker	→→AB ↖←↙	Throw
Reserve Atomic	→→AB←*	Throw
Reserve Giant	→→AB←→↓↘→	Special Throw
Final Bomber	↓↑→B	Counter

*** While opponent is behind you.**

MEILING

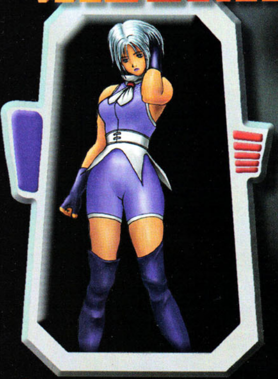
"Meiling's speed makes her one of the best all-around fighters, but you've got to practice to get good with her." Jamie points out that quickness is Meiling's main attribute, but her hits don't do as much damage as the other fighters. She has tons of combos, both high and low, and that keeps people guessing. "Her specials are very cool, but you have to earn them."



GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
Triangle Heat	↓←B	Reel
En-Koo-Thigh	↘B	Counter-Float
Guin-Kaku	→→A	—
Gui-Ten-Kakusho	→→ABBBB	—
Gui-Shokyaku-Shotai	→→AAAAA	—
Kin-Kaku	↓AB	"Crane" Power Up
Middle Kin-Ten-Kakusho	↓ABBBB→B	—
Kin-Ten-Kakusho	↓ABBBBBB	Knock Down
Kin-Shokaku-Shotai	↓ABAAAA	—
Butterfly Attack	→B	—
Butterfly Clean	→BA	—
Sliding 2	←↙↓A	Attack Power Up
Dragon Jump	AAAB	—
Cross Elbow	←→B	—
Shisen Yakuman	BBABB↓B	Special
4th Gate Thunder Kick	→↘↓B	Special

VALERIE

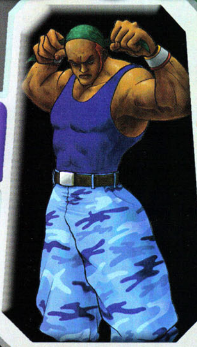
"If you like to perform aerials, then Valerie is your fighter. It's her specialty and she can juggle opponents in the air with chain combos and air chain combos." Later, when we asked Jamie about Ushi the cow, he said that keeping Ushi in the air is one of the best strategies. For that reason, Valerie should be your prime choice for cow juggling champ.



GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
Double Palm Attack	→BBB→B	—
Chutotsu-Teng-Chi	→→B↑BA	—
Palm Hit Cancel	BBR	Cancel Skill
Sanda-So-Teng-Kyaku	BBBA←B	Counter
Dance	ABBBA	Knock Down
Long Dodge and Attack	↙AB	Body Attack
Eagle Killer	↓→B	—
Double Upper	↘B↘B	Counter-Float
Elbow Twist Thrust	B*	—
Reshin-Kikow-Sen	←←B	Special
Heaven Earth Breaker	↙→↙↘B	Counter

* While opponent is behind you.

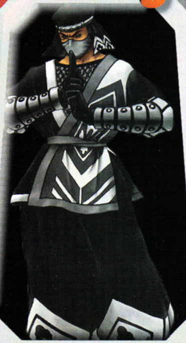
BOB



Bob is pretty thick, says Master Fike. "He charges like a football player, and his high attack combos are devastating." Jamie noted that the slow delivery speed can be used against Bob. "He telegraphs his moves so they can be blocked or countered easily." Even so, his long life meter makes it difficult to get four point specials against him.

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
Evil Hammer	↗↓B	Knock Down
Step Hammer	↙B↙B↙↙B↙B↙B	Knock Down
Combo Heel Bomb	BB→B	Reel
Double Horizon Chop	→→B→B	Knock Down
Dry Bull Head	←B→BB	——
Combo Middle Stub	AA→B	——
JP Body Blow	↘ABB←B	Knock Down
JP Head Rise	↘ABB↘B	——
Elbow Twist Right	←→BBB	——
Single Heel Bomb	→→↘B	Reel
Omega Tornado	↓←↑B	Knock Down

NINJA

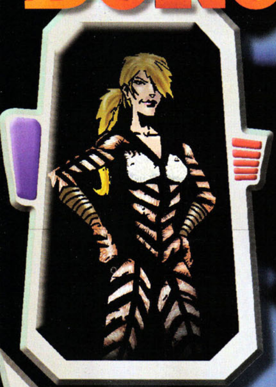


"He's the trickster. He uses mind attacks. He disappears and reappears, uses lots of juggles, and he has great supers. He's my favorite fighter in the game," Jamie announced, "because he's sneaky. You can lead someone on, then disappear and reappear behind them and attack from behind." And the Ninja has cool juggles, as well.

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
Avalanche Knee	↘BAB	——
Cho-Chu-Geki	→→	——
Phantom Wood	↓↙←B←→B↙B→A ↓↙←B←↙↓	——
Phantom Wood 2	↓↙←B←→B↙B→A↓ ↙←B←↙↓↑B	Special
Moonlike Feet	→BB→B	——
Mau-So-Kyaku	↙↓↑B	Float
Evil Spread	↓B*	Counter
Amagake	↓↙←B	Knock Down
Dust	→←B	Counter
True Hidden Feet	AB→B	——
Armour Crack	←←B↑↑B	Counter-Float
Chidori-Uchi	→↘↓↙←B	Counter

* While opponent is behind you.

BORO



Boro is another fav of the master. "She's the combo queen," says Jamie. "She's a powerhouse. She has moves where she somersaults and jumps in the air to attack. She has speed, power and great juggling ability." All this strength is almost over-powering, but it's balanced by the fact that you have to earn the right to use Boro by winning the tournament.

GAINED SKILL	BUTTON COMBO	TYPE OF MOVE
High Low Side Kick	→BA	——
Joint Sky Cannon	→→BBB	Counter-Float
Rising Dragon	↓↘→↙B	Knock Down
Mau-So-Kwaku 2	↓↘→↑B↑B	Float
6 Back Fist	↓BBBB↓B	——
6 Back Fist 2	↓BBBB↓BB	——
Plain Step Kick	→ABB	——
Plain Step Low	→ABA	——
Rainbow Sommersault 2	↙B↓B	Counter-Float
Rainbow Sommersault 3	↙B↑B↘B	Counter
Sommersault Slider	←AB	Counter-Float
Elbow Upper	←B→BB	Float

BONUS CHARACTERS

Once you've mastered the regular characters in the VS. Com tournament, you still have many challenges to keep you busy. The greatest rewards come when you earn the right to use one of the four bonus characters. It isn't easy getting any of them, so if you do, you'll truly be a master.

MASTER

"He's got a ton of moves taken from just about all the characters, from low to mid to high attacks." He has mastered virtually every type of move in the game, and he has more moves available to him than any other character. "Lots of combos, some juggles, some power, kick combos that start high, go low, then go high so they're hard to judge. He's awesome."

Master 3 High Kick	→BBB
Master 2 High Middle	→BB→B
Master 2 High Low	→BBA
Master Back Fist	→→B
Master Bumping Punch	←←B
Get a Fall	←→B
Master Guts Fist	↙B
Fall Asleep	↙BL
Rising Attack	↘B
Master Mach Punch	↓↘→B
Master Mach Punch 2	↓↘→BBBB

Master Trick Attack	↓↘→BBBA
Master Mach Kick	←↙↓AAB
Master 3 Low Kick	AAA
Up 3rd Grade High	ABB
Master Slidding	→→A
Master Low Kick	→A
Master Spiral Kick	↑AB/↗AB
Master Leg Kick	AA
Tomoe Throw	↓AB
Mach Shoulder Throw	↓↘→BBB→ AB
Mach Suplex	↓AB

JOKER

"I'm not worthy," Jamie laughed when it came time to discuss the Joker. "He's the toughest character to get in the game. You have to beat 100 characters to get him." But if you do, the Joker has the longest chain of combos of any fighter and the most misdirection and counters. "The perfect balance of offense and defense. If you get him, you deserve the best."

One Two Low High High	BBABB
One Two High Low	BB→BA
One Two High Middle	BB→B↘B
One Two High Middle Low	BB→B↘BA
Combo Sommersault	BB↙B
Middle High	ABB
Piece Kick	←↓←B
Force Right	→BBBB
Head Bat	←←B
Head Upper	←←BB
Triple Counter Hook	→→BBB
Double Jolt Low	→→BBA
Elbow Right	↓BB
Sommersault	↓↑
Sole Kick	↓↑BBB
Sole Savate	↓↑BBB→B
Sole Ant	↓↑A

Sole Sommersault	↓↑A←B
Diving Head	↙B
Crash Slidder	↗A→A
Hip Twister	→AB↓AB
Dodge and Attack	BAB
Neck Hanging Tree	AB
Choke Sleeper	AB*
P Special	↓AB*
Giant Swing	→←↙↓↘→AB
Plasma Black Heel	→↙B
Joker Fan	←↙↓B
Joker Arrow	←←→→AB
Joker Buster	↓AB
Fire Mill	↙↓↘AB
Darsteiner	←→AB
Volcano Cross Buster	→←→AB
Blue Star Whip	←AB*

* While opponent is behind you.

USHI

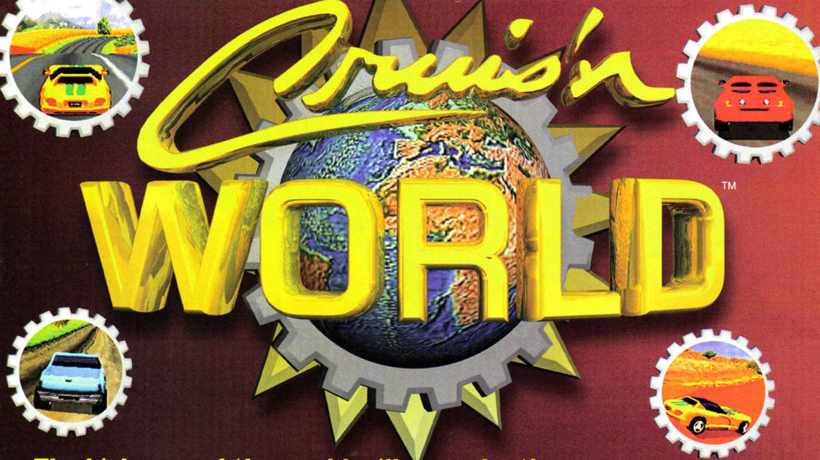
Jamie explained the best strategy to use against the cow. "She's totally offensive, so don't run and stay away from the edges. Chain your combos as long as you can. Juggle. Eat the clock. You have a minute to kill."

Jab Shoulder	B→B
Combo Down Shoulder	BBB←B
Iron Mountain Tackle	→→B
Back Beef Kick	BBBB*
Back Beef Low Kick	A*
Acrobat Kick	←→B
Ready For Fight	AB (Far)
Drop Kick	While Ready →B
Horn Head Gun	While Ready ←B
Back Surf	While Ready →A
Puzzling Punch	→B
Pile Horn	←B
Beef Ali	←AAA
Dodge and Attack	↘AB
Long Life Milk	LL
Cajun Beef	AB (Close)
Back Giant Swing	←↙↓↘→AB*

ROBERT

"He's very slow and has the least moves of any character. He's a real challenge to use. He's big on grabs and grapples. You'd have to be a master to win with this dummy."

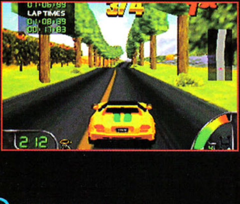
Practice Right Punch	B
Practice Left Punch	↓B
Practice Right Kick	→B
Practice Left Kick	←B
Practice Down Punch	←→B
Piston Upper	→↓↘B
Slow Side Hold Throw	→AB
Fast Side Hold Throw	←AB
Loose Neck Hanging	↘AB
Tight Neck Hanging	↙AB
Robert Kick	→→B

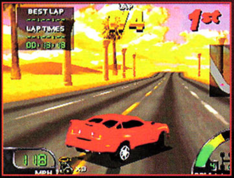


The highways of the world will never be the same once Nintendo's Cruis'n World hits the pavement later this year. The developers at Eurocom won't settle for simply cloning Midway's hit arcade game. They're driven to deliver an all new experience, including a circuit mode and four-player action.

IT'S THE BEST CRUIS'N IN THE WORLD

Cruis'n U.S.A. delivered speed, metal-bending crashes and scenery dear to the heart of every American driver, but times change and ambitions grow. In Cruis'n World, four-wheeled adventurers will taste the most exotic stretches of pavement (and dirt) that Planet Earth can offer. At Eurocom, that vision includes revving up the N64's Reality Coprocessor into the red zone. Part of the challenge is keeping the action fast and smooth with two, three and four windows open in multi-player mode. Our preview copy of Cruis'n World already performs like a champion, running at a rock-steady 30 frames per second...and the developers have another three months to tweak Cruis'n to peak condition. The result is silky steering at all speeds that draws you into the game like no other racer to date.



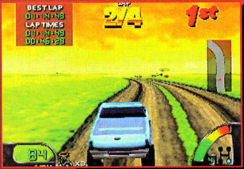


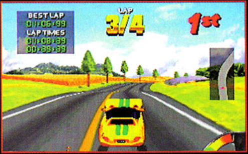
Graphics are only one part of the equation. This 96-megabit Pak will feature the cruis'n tracks from the arcade Cruis'n World plus more than 11 circuit or lap tracks. Players will power up ten cars (not counting all the hidden vehicles) and use new driving techniques to increase speed and smash the competition. There's even a Rumble Pak option so secret we can't reveal it yet. So, let's cruise.

MILES AND MILES OF MODES

“Crusi'n World is really two games in one,” says Ken Lobb, Nintendo's in-house producer for the game. “There's the cruis'n mode like you get in the arcade, and the championship mode, which is an all new circuit of lap races.” For instance, in England in cruis'n mode, you'll race through the hedgerows of the countryside, dodge through London traffic and wind up at the ancient Celtic site of Stonehenge. In the circuit mode, you'll loop through four laps created from the same English scenery but with different turns and straightaways. Since this is a Cruis'n game, you also have to worry about traffic. In cruis'n mode, the default is to have on-coming traffic while in the circuit mode the default is to have no on-coming traffic.

As for the CPU competition, Cruis'n World's drivers are programmed with varying degrees of aggressiveness. If you're in first place, the drivers around you will be very aggressive, bumping, side-swiping and trying to wheelie over your car. But if you're at the back of the pack, no one really cares about you, so you have a better chance to make up lost ground.

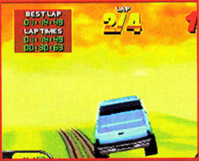


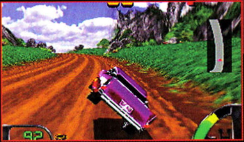


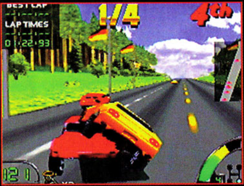
If you believe that winning isn't everything, you won't get very far in Cruis'n World. By winning races, you'll earn power-ups that increase your car's performance. Since the CPU cars will be gunning for power-ups, you'd better remain competetive. You'll also be able to give your car custom paint jobs if you win, and you can save your powered-up and painted hot rod on a Controller Pak for easy transportation.

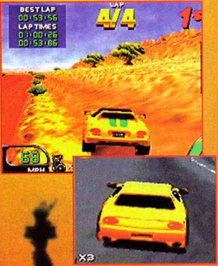
BURN RUBBER. SMASH GLASS

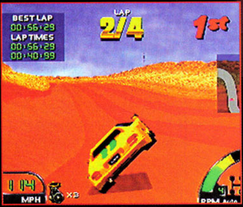
Whether you're at the front or back of the pack, you'll have to know more special driving techniques than you did for Cruis'n USA if you want to compete. Double-tapping the accelerator forces the car into a wheelie with a burst of acceleration, just like in the arcade game. While in the wheelie, you can drive over cars in front of you or ramp over on-coming traffic. A double tap as you round a corner pushes your car up on two wheels. When you slap another car from a raised position like a wheelie, the other vehicle loses speed dramatically. Talk about your road rage. But the most important move is the drift for rounding corners at high speed. The new Cruis'n World drift technique keeps your momentum high, and the difference between drift speed and non-drift speed increases as you power up your car.





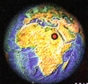






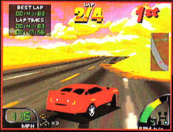
> **“I think Cruis'n World is going to beat San Francisco Rush on every front.”**
> **—Ken Lobb**

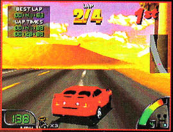
CRUISE TH E WORLD FROM ROME TO THE OUTBACK

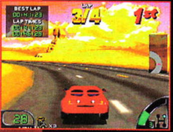


EGYPT

If the Pharaohs had cars and roads like this, they would have done a lot more than mummify cats and build pyramids. The course through Egypt may be the shortest in the game, but it's full of surprises, like the shifting dunes that cover the roadway and send your car flying. One of the great innovations in Cruis'n World is the road radar which shows the curves of the course, unlike the straight position radar of the arcade game. A glance at the radar shows you what to expect from the road ahead. In the circuit mode, this is particularly important since the corners can be far sharper than those in cruis'n mode. The real highlight of the Egyptian track is the Sphinx. Maybe it will tell you the secret of winning on this desert track.

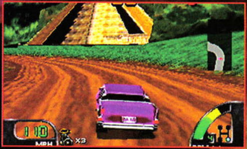


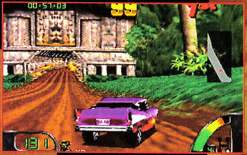




MEXICO

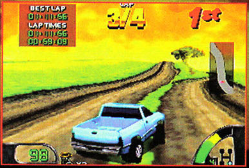
The wildest thing we noticed when we hit the Mexico course was the spicy salsa tune suddenly having Spanish voices singing along. Our alpha version of the game had six songs, but more are on the way. According to Ken Lobb, the Nintendo producer of Cruis'n World, Eurocom has put together one of the best sound tools for the N64. The Mexico course also features a shortcut, like many of the tracks. "I used to think that San Francisco Rush was the best racer," Ken admitted, "but I think Cruis'n World is going to beat it on every front." Certainly the textures are rich. Inside the Mayan temple, drivers will see animated textures along the walls, flickering like real torches as they approach. Everywhere the detail is sharper than what you saw in the arcade game, because it's all mipmapped and anti-aliased in real time by the N64.





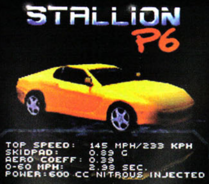
AFRICA

The wildlife is the thing in Africa, or will be in the final game. Our early preview copy had all the land forms, hills, jumps and even trees, but the majestic herds of wildebeests, elephants, giraffes and prowling lions weren't yet in evidence. The plan is to have animated critters that cross the road ahead of you or appear along the sides of the road. The dirt track across the savannah has other surprises in store, like a humongous jump. You'll take serious air, but you can control the amount of time you spend with the vultures by pushing forward on the Control Stick to keep the nose of your car down. Air may be good for Michael Jordan, but it slows cars down a lot. You'll also have to deal with split tracks that force you to choose a left or right path. It is truly one of the wildest stretches of road in the world.

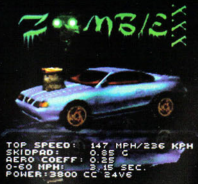


CRUISE THE CARS

The cool cars are a huge part of the Cruis'n mystique. You'll select from among ten cars and trucks initially, including the lineup shown here. The vehicles offer a variety of speed and handling characteristics to suit any driver, and they can all be powered-up. In addition to these speedsters, more hot wheels are hidden away for experts to uncover. And with the paint power-up option, you can make these beauties your own.



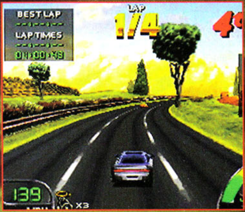
```
TOP SPEED:   145 MPH/233 KPH
SKIDPAD:     0.89 G
AERO COEFF:  0.39
0-60 MPH:    2.98 SEC.
POWER:600 CC NITROUS INJECTED
```



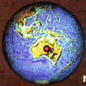
```
TOP SPEED:   147 MPH/236 KPH
SKIDPAD:     0.85 G
AERO COEFF:  0.25
0-60 MPH:    3.15 SEC.
POWER:3800 CC 24V6
```

ITALY

The longest course has fluted marble columns and thick trees along the shoulder that will damage your machine just as surely as a rhino on your grill. Ranked as an Expert level track, Italy is a showcase for how Eurocom accomplished some special graphic techniques. One thing that is evident in these pictures is the sense of speed. The effect of speed visible even in our still grabs is accomplished by using three road surface textures that swap out at different speeds. At slow speeds, you'll see the sharp edges of the center line sections. At medium speeds, the lines begin to blur. By the time you reach maximum speed, the center line texture is a solid line.

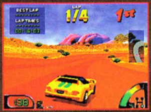


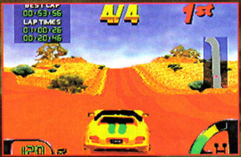
Something you can't see in a still screen shot is the fade-in of distant objects. Cruis'n games have been notorious for pop-up because the courses are so straight that there's no way to hide what's down the road, and no way to include all the polygons and maintain a high frame rate. Eurocom eases the shock of pop-up by fading elements into view as you approach, almost as if things are appearing out of an invisible mist.



AUSTRALIA

The outback definitely has some of the toughest terrain on the planet, and in Cruis'n World, the Australian course provides the ultimate off-road challenge. The landmark of Ayers Rock, the largest chunk in the world, may not be familiar to everyone, but you won't have much time to admire the natural wonder as you jounce over ruts and pot holes. There's a lot to avoid, and to help you get the best view of it all, Cruis'n World will have several graphic options. For one thing, you'll have a checklist of all the visible elements on the screen that can be turned off, stuff like the speedometer, radar map, position rank, and so on. Even more important are the four camera positions that take you from the driver's seat to a position at a distance behind the car.

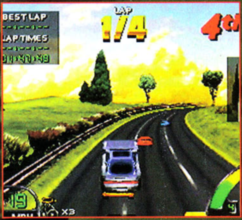


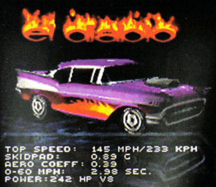


WORLD WIDE SERVICE

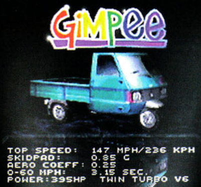
We've touched on just a few of the courses in Cruis'n World, but we raced on many more. In France, the race begins outside of Paris and ends up at the Arc de Triomphe. In Germany, the autobahn snakes beneath castles in Bavaria. The Chinese course winds along the Great Wall, then heads toward the Forbidden City. From Japan to the United States, Russia and beyond, Cruis'n World spans the globe. The development team at Eurocom is on schedule to complete the ultimate cruise within a few months, and you should be behind the wheel by early summer.

"Cruis'n World is really two games in one."
—Ken Lobb

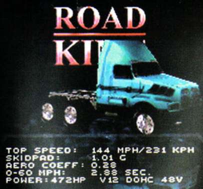




TOP SPEED: 145 MPH/233 KPH
SKIDPAD: 0.89 G
AERO COEFF: 0.39
0-60 MPH: 2.98 SEC.
POWER:242 HP V8



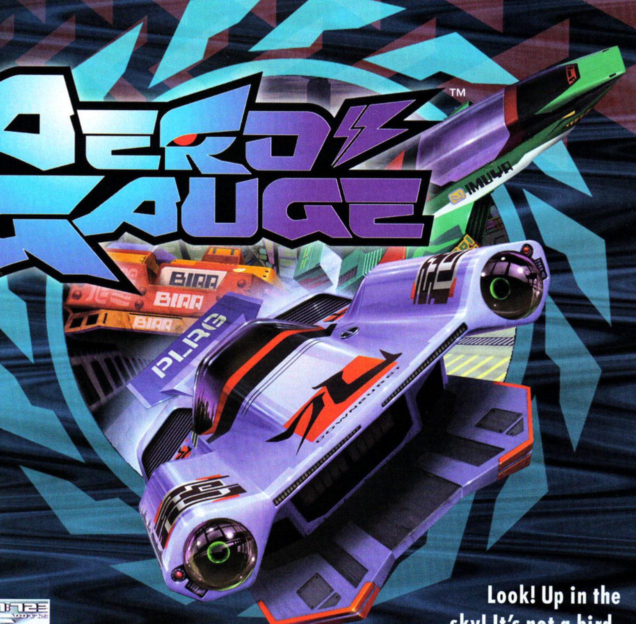
TOP SPEED: 147 MPH/236 KPH
SKIDPAD: 0.85 G
AERO COEFF: 0.25
0-60 MPH: 3.15 SEC.
POWER:395HP TWIN TURBO V6



TOP SPEED: 144 MPH/231 KPH
SKIDPAD: 1.01 G
AERO COEFF: 0.28
0-60 MPH: 2.88 SEC.
POWER:472HP V12 DOHC 48V

© Ascii Entertainment.

AEROGAUGE™


BIRA
PLRG
IMUYA

TOTAL TIME 0:18:724
TEMP
382
DAMAGE
MAX

TOTAL TIME 0:07:723
LAPTIME
TEMP
176 Km/h
DAMAGE
MAX

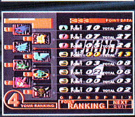
Look! Up in the sky! It's not a bird, it's not a plane, it's not Super Man—it's AeroGauge, ASCII's futuristic, flying racer for the N64. If speed is your middle name, this is your game.

TOTAL TIME 0:24:834
LAPTIME
TEMP
317 Km/h
DAMAGE
MAX

At first glance, you might mistake AeroGauge for F-Zero X. It's fast and it's from the future. But where F-Zero X racers hover just above the track and fly over jumps, AeroGauge is airborne at all times. In fact, the higher you fly, the faster you'll go. The AeroGauge circuit consists of four torturous tracks that twist, dive and wrap around corners as tightly as a python. Two more tracks wait in the wings for champion drivers. One player can challenge the Grand Prix, Time Attack or compete one race at a time while two players can battle for supremacy in the Vs Mode on any track. You can choose from among five cars initially, but if you finish a track with a time ending in 64, you can earn an additional five cars. You may need one of those slick fliers if you hope to win at the two highest levels of speed. Like Extreme-G, the fastest skill level will leave you breathless. Get ready to gasp.

FLIGHT PLANS

GRAND PRIX



The Grand Prix circuit consists of four races. Placing in the top six positions will earn you GP points that accumulate to a total that determines the GP winner. First place earns ten points. Second place gets seven points. Third place receives five points. The fourth, fifth and sixth place cars wind up with three, two and one respectively.

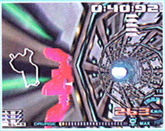
ONE MATCH

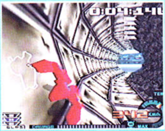
As the name suggests, the One Match mode consists of a single match against a field of seven other aerocars. This is great preparation for the GP mode. Before the race begins, you must qualify for starting position by posting two laps, just like in the Grand Prix. The number of laps for the race depends on the track. Most races consist of three laps.

TIME ATTACK

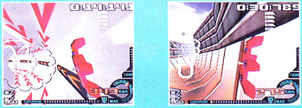
Here's your chance to set the world record with some incredible laps. Once you've mastered the Grand Prix, the Time Attack can keep you flying. Unlike the other modes, Time Attack allows an infinite lap option, in which you can keep racing as long as you like, hoping to better your lap time while the game keeps track of your top five laps.

TOTALLY TUBULAR



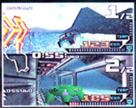


The round tubes found on each track provide hazards and opportunities. You don't want to slam into the walls or swing wildly around inside the tube because you'll lose speed. Instead, guide your aerocar down the center of the tube, banking to keep the bottom of your car facing the arrows that appear on the sides of the tube.



Positioning yourself above the arrows can boost your speed. The most important part of riding the tubes is entering and exiting them cleanly in the center.

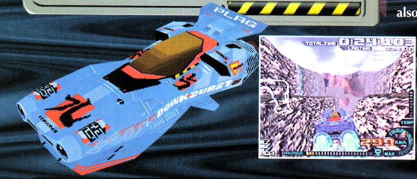
VS MODE



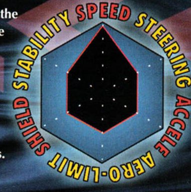
When the computer just isn't enough competition for you, you'll have to turn to another person and the Vs Mode. Two racers square off in vehicles of their choice to prove who's the better pilot. You can race on any track, but you can't choose the number of laps—that's predetermined. The screen splits into an upper and lower view, and the graphics look virtually as good as those in the one-player mode.

CHARIOTS OF FIRE

INTERCEPTOR

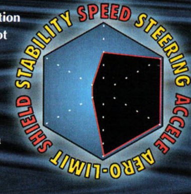


Because of it's top speed rating, the best all-around aerocar is the Interceptor. This sleek beauty is also a good vehicle for beginning fliers since its turning, acceleration and shields all rank in the medium range. The Interceptor may be a bit challenging on the later tracks.

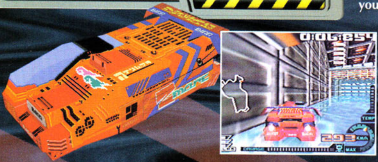


HORNET

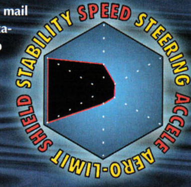
Incredible handling and acceleration make the Hornet the easiest chariot to fly without cracking up—a huge advantage on the twisty China Town track or the ups and downs of the Neo Arena. Although a bit slower than some other aerocars, it's still a good all-around choice.



AVENGER

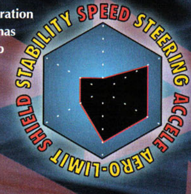


The Avenger may look as bulky as a mail truck, but its strong shielding and stable flight characteristics will keep you on target. Once you've mastered a track, you should be able to cruise in the Avenger. It's also a terrific aerocar in the tubes because of its stability. Don't overlook it.



SHREDDER

Similar to the Hornet in its acceleration and steering, the Shredder also has some decent shielding. The top speed suffers as a result of the extra weight, but the Shredder still turns in good times in the hands of a pilot who knows where to cut corners. This is a consistent performer.

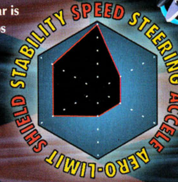


BLACK LIGHTNING

blacklightning
GN-V

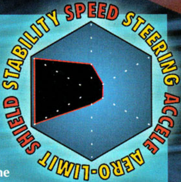
0:15:912
326 Km/h
TEMP
DAMAGE
MAX

Probably the strangest looking aerocar is the Black Lightning. The two rear flaps would seem to give this flying locomotive great cornering, but that isn't the case. Instead, the BL combines blazing speed, strong shields and stable flight. It's a definite winner.



AEROPAD

This flying controller is built to turn. It also has exceptional top end speed. But how do you get it? To get the Aeropad, or one of four other hidden cars, you have to finish a race with the final two digits of your time being 64. Since we're talking hundredths and thousandths of a second, getting the secret cars is a matter of luck.



THE THREE ESSENTIALS

BOOST START

TOTAL TIME 0:00:16
LAP TIME
GO!!
104 Km/h
TEMP
DAMAGE
MAX

If you don't get a blistering start off the line in AeroGauge, you may as well kiss your chances of victory goodbye, because all the computer drivers use the boost technique. During the set/ready commands, hold both the brake and the accelerator. When the starter says, "Go!", release the brake and your aerocar will rocket off the starting line.

HIGH AND LOW

319 Km/h
247 Km/h
TEMP
DAMAGE
MAX

Higher equals faster in AeroGauge. Always stay at the highest point possible without risking collisions. In tunnels, fly at three quarters the height of the passage. On straightaways, keep your car's nose up to reach its top speed.

CORNERING

0:12:069
282 Km/h
TEMP
DAMAGE
MAX

Although the game has a glide move that lets your car slide around sharp corners, you'll lose much of your momentum if you use it. In most cases, even in the sharpest turns in China Town, you can cut through corners from the outside edge of the track, across the inside to the far edge. You shouldn't even have to let up on the accelerator.

GO THE COURSE

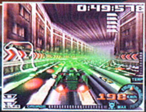
KEY

TUBES	🟪
REDEMPTION AREA	🟨

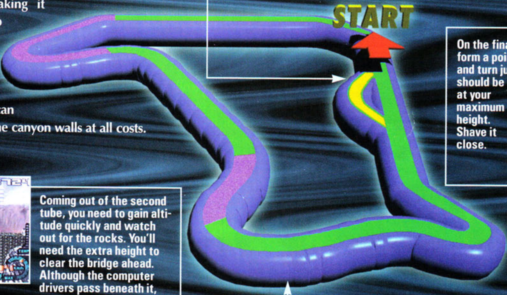
To maneuver an aerocar in all three dimensions at speeds that exceed 500 mph, you have to know every twist, turn and obstacle or you'll end up like a bug on a windshield. Our Power Pilots have mapped out the most critical points on each of the four main courses. Master these and you'll go the course.

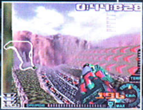
CANYON RUSH

The Canyon Rush course includes a little bit of everything, making it an ideal three-lap course for newbies. The tubes are short enough to master easily, but exiting them can be tricky. Stay off the canyon walls at all costs.

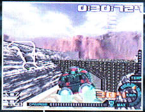


The Redemption track is where your aerocar can replenish its shields and repair any damage. On this course, you can enter the Redemption on the final straightaway. Look for the entrance on the left side. It's an easy in and out, but it will slow you down.





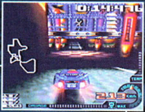
On the final turn where the trees form a point, stay to the inside and turn just at the last tree. You should be at your maximum height. Shave it close.



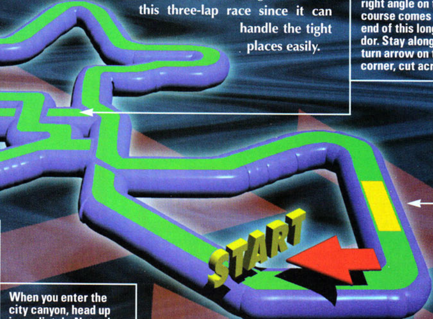
Coming out of the second tube, you need to gain altitude quickly and watch out for the rocks. You'll need the extra height to clear the bridge ahead. Although the computer drivers pass beneath it, you should go over the bridge.

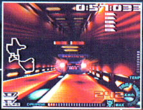
CHINA TOWN

China Town may be the most interesting of the tracks, both in appearance and as a challenge. Expect lots of right-angle turns and look for stretches where you can gain altitude. The Hornet is a good car for this three-lap race since it can handle the tight places easily.

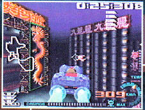


The first, and worst, right angle on the course comes at the end of this long corridor. Stay along the right wall and watch for the turn arrow on the wall straight ahead. At the corner, cut across the inside of the angle.





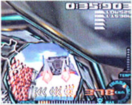
The Redemption track in China Town is a tunnel that dips below the main course. The track splits just after entering a red-walled passage, so stay low as you approach the Redemption entrance. Stay in the center of the track through the Redemption area.



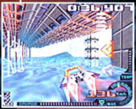
When you enter the city canyon, head up immediately. Not only do you gain speed at altitude, you'll also be able to cut right across the lower buildings in the city below. Follow the other cars and look for arrows.

BIKINI ISLAND

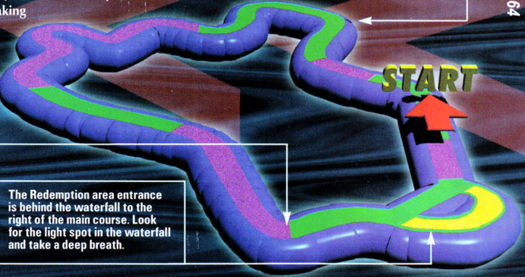
The Bikini Island course may have beautiful beaches, but you'll never see them as you complete three grueling laps through some of the most difficult tubes in the game. Always look for places to shave corners. Taking a slightly shorter route is the best way to get ahead in AeroGauge.

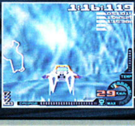


When you blast out of the long, spinning tube, you'll take a sharp left. Ignore the course as it is laid out in the water below and cut straight across to the cleft in the island. That straight line can give you the lead.



After exiting the first tube, closely watch the left side of the course. Ahead, you should see a concrete section of wall. Just inside it to the left is a narrow passage where you can cut a corner.

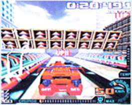




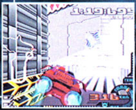
The Redemption area entrance is behind the waterfall to the right of the main course. Look for the light spot in the waterfall and take a deep breath.

NEO ARENA

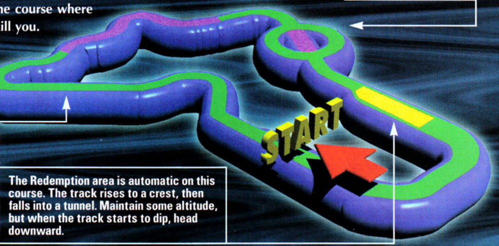
This course is the longest, at 5,743 meters, so the race is only two laps around. Still, with lots of blinding fog and alternate routes, the Neo Arena is the most challenging of the four main courses. This is one course where too much altitude can kill you.

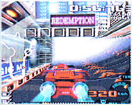


The arrows indicate whether you should fly over or under these bridges. You can fly beneath the bridge that is designated as a fly-over if you stay low and to the right. The middle is blocked by a glass section.



You have several choices at this juncture. The upper tube is a twisting monster. It's the shortest route through this area, but if you exit it spinning, you'll smash into a wall. The safer route is to take the lower tunnel. Although it's longer, you won't crash.





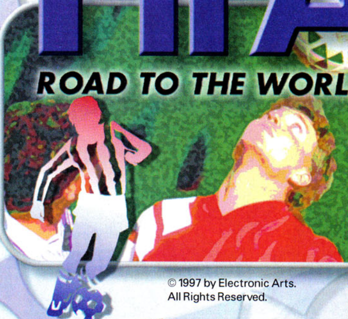
The Redemption area is automatic on this course. The track rises to a crest, then falls into a tunnel. Maintain some altitude, but when the track starts to dip, head downward.

OUR GAUGE

There's more racing left in this Pak with two hidden courses and five secret aerocars. Mastering the three levels of difficulty, or levels of speed, won't be easy. At it's most challenging, AeroGauge immerses players in a 3-D experience that takes them to the edge of disaster. Our only regret is that there isn't more.

FIFA™ 98
ROAD TO THE WORLD CUP

What better way to kick off the 1998 World Cup than with a stunning soccer game from EA Sports? The latest FIFA for the N64 looks incredible and plays great—a definite World Cup contender.



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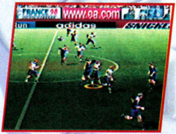
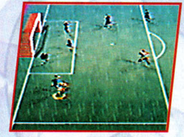
TAKE ON THE WORLD

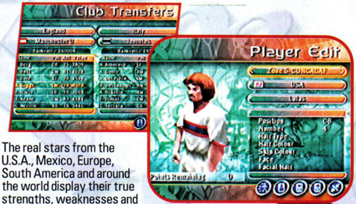
Even if you're not a huge soccer fan, you owe it to yourself to check out this game from EA Sports just to gawk at the animation. It looks like a live, televised match, except that you're in control of the action. From one to four players can join in the ogling-fest, and what they'll find is that not only does FIFA '98 look great, it handles like a pro, as well. How did FIFA go from last year's so-so offering to this year's killer app? We suspect lots of hard work and a little magic. With all the modes and features you could want, a wide range of control options, Controller Pak compatibility, and good sound and AI, FIFA '98 offers a serious challenge to Konami's ISS 64.



Choose any team from any federation to challenge any other team in a single match in the Friendly mode.

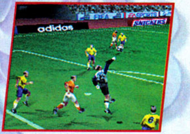


League mode includes teams from 11 national leagues. Up to eight players can join in the tournament.

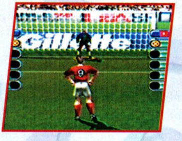


Position CB
Number 4
Hair Type
Hair Colour
Skin Colour
Face
Facial Hair

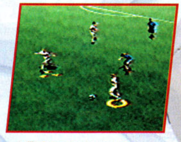
The real stars from the U.S.A., Mexico, Europe, South America and around the world display their true strengths, weaknesses and physical characteristics.



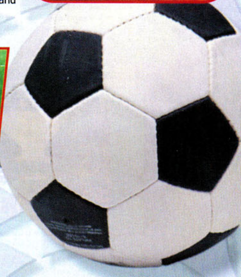
The Road to the World Cup uses the same groups and qualifiers in the biggest international sporting event of the year.



Penalty shootout mode is a five-round contest in which players shoot and goal tend alternately.



In Training mode, you can choose your team and practice five scenarios on offense or defense.

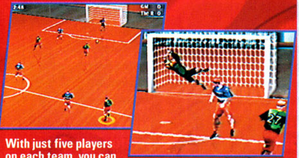


YOU'VE GOT THE SKILLS

FIFA '98 probably has the most extensive player control options of any sports game. Players can choose simple or complex controls for most moves and several modes, including pass back and target mode. Other control options include eight defaults, three difficulty settings, assisted headers and auto crosses. Advanced players have dozens of moves and beginners have plenty of AI assists.

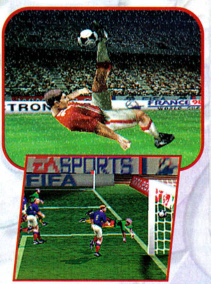
BRING IT INDOORS

If you like fast, high-scoring action, the indoor soccer stadium in Friendly mode turns FIFA '98 into a blazing, arcade-like contest with five players on each side. Since the ball bounces off the walls, there's no out-of-bounds. You can use all the moves and any team while playing inside.



With just five players on each team, you can set up a four-player match with all four players taking on the CPU or any other combination. This is great sports action even if you aren't a soccer nut.

In the Air



Some of the most spectacular moves in soccer don't happen on the pitch but in the air. When the ball is airborne, switch to the closest player to perform bicycle kicks, headers and volleys. The selection of the move is dependent on the height of the ball when you jump. Using the B Button, your aerial move becomes a shot on goal, but you can also activate the aerial move to pass by pushing the bottom C Button.

Keep It Moving

Good ball control means possession, and if you can keep the ball, you can score. In FIFA '98, players aren't limited to dribbling, passing and shooting. You can roll the ball over and run off the ball to fake out defensive players. You can hop over the ball and lift it over a sliding defender. In indoor matches, you can even pass the ball to yourself off the wall.

Pass It Back

The Pass Back mode gives you the freedom to pass the ball to a CPU player then maneuver your highlighted player to receive the ball in the open. Using this mode, you can set up great scoring opportunities. If the currently highlighted player is out of the action, you can cycle through all 10 players then pass the ball to the one in the best scoring position. Use this option while running set plays for a killer attack.

Bone-crushing Tackles

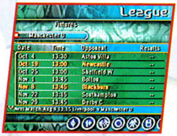
NFL defenders could learn a thing or two about bringing down their opponents by playing FIFA '98. Not only can you perform sliding tackles and regular tackles, you can also deck players with hard tackles by pushing the top C Button while charging the ball. You can even fake being tackled in the hopes of getting a yellow card thrown on your opponent—just don't do it near a ref.

Spins & Curves

Controlling the ball with after touch once you've made a shot or pass can give you a huge edge, particularly when making corner kicks and goal kicks. It's fairly simple to put a curve on the ball—hold the Z Button and push the Control Stick in the direction of the spin—but mastering this technique can take some serious dedication. Fortunately, FIFA '98 has an excellent manual that gives complete instructions for making pro moves.

THE BIG LEAGUES

Eleven national soccer leagues featuring the best professional soccer players in the world are ready to take the field with you and up to seven players in a league tournament. League play lets you control legendary clubs like Arsenal of the English league or AC Milan of the Italian league. We've listed all the teams in the order of their strength, with the best teams appearing first on each list.



Fixtures

Manchester U

Date	Time	Opponent	Results
Oct 4	13:30	Aston Villa	--
Oct 19	13:00	Newcastle	--
Oct 25	13:00	Sheffield W	--
Nov 1	13:45	Bolton	--
Nov 8	13:45	Blackburn	--
Nov 22	13:15	Southampton	--
Nov 29	13:45	Derby C	--

Next Match: Aug 9 13:15 Liverpool v Manchester U

Italy

AC MILAN
JUVENTUS
INTER MILAN
PARMA
LAZIO
FLORENTINA
ROMA
NAPOLI
SAMPDORIA
UDINESE
BOLOGNA
PIACENZA
ATALANTA
LECCE
VICENZA
BARI
BRESCIA
EMPOLI

Germany

DORTMUND
BAYERN MUNICH
WERDER BREMEN
BORUSSIA MG
FC KOLN
KARLSRUHE
LEVERKUSEN
SCHALKE
STUTTGART
1860 MUNICH
KAISERSLAUTERN
BOCHUM
HAMBURG
HANSA ROSTOCK
HERTHA BSC
DUISBERG
A BIELEFELD
WOLFSBURG

Scotland

RANGERS
CELTIC
ABERDEEN
DUNDEE UTD.
DUNFERMLINE
KILMARNOCK
HEARTS
HIBERNIAN
ST. JOHNSTONE
MOTHERWELL

Sweden

GOTEBORG
ORGRYTE
MALMO
AIK
ELFSBORG
HALMSTAD
HELSINGBORG
LJUNGSKILE
OREBRO
OSTER
DEGERFORS
NORRKOPING
TRELLEBORG
VASTERAS

Malaysia

BRUNEI
JOHOR
MALAACA
PAHANG
SABAH
KEDAH
PERLIS
KELENTAN
LUMPUR
NEGRI SEMBILAN
PENANG
PERAK
TERRENGGANU
SARAWAK
SELANGOR

England

CHELSEA
NEWCASTLE
MANCHESTER UTD.
ARSENAL
LIVERPOOL
TOTTENHAM
DERBY
EVERTON
LEEDS
ASTON VILLA
BLACKBURN
SHEFFIELD WEDNESDAY
LEICESTER CITY
WESTHAM UTD.
WIMBLEDON
COVENTRY
CRYSTAL PALACE
SOUTHAMPTON
BARNSLEY
BOLTON

USA

TORONTO
DETROIT
MIAMI
NEW YORK
PHILADELPHIA
DALLAS
NEW ORLEANS
SAN ANTONIO
FORT LAUDERDALE
INDIANAPOLIS
LOS ANGELES
VANCOUVER
ATLANTA
CHICAGO
MONTREAL
CHARLOTTE
PITTSBURGH
ST. LOUIS
SEATTLE
BOSTON

Spain

ATL. MADRID
BARCELONA
REAL MADRID
DEPORTIVO
VALENCIA
BETIS
BILBAO
CELTA
ESPANOL
REAL ZARAGOZA
TENERIFE
COMPOSTELA
MERIDA
OVIEDO
RACING SANTANDER
GIJON
REAL SOCIEDAD
MALLORCA
SALAMANCA
VALLADOLID

France

PARIS SG
MONACO
AUXERRE
FC METZ
MARSEILLE
BORDEAUX
BASTIA
GUINGAMP
STRASBOURG
CANNES
LE HAVRE
LYON
RC LENS
NANTES
RENNES
MONTPELLIER
CHATEAUROUX
TOULOUSE

Brazil

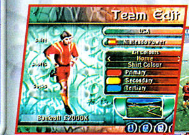
FLAMENGO
ATL. MINEIRO
FLUMINENSE
PALMEIRAS
SAO PAULO
VASCO DE GAMMA
BARREIRA
BOTAFOGO
CRICIUMA
CRUZEIRO
GREMIO
SANTOS
BANGU
CORINTHIANS
CORITIBA
INTERNATIONAL
AMERICAN RJ
MADUREIRA

Netherlands

AJAX
PSV
FEYENOORD
NEC
RODA JC
VITESSE
WILLEM II
FC TWENTE
GRONINGEN
HEERENVEEN
RKC WAALWIJK
NAC BREDA
MVV MAASTRICHT
SPARTA
de GRAAFSCHAP
FC VOLENDAM
FORTUNA

FANTASY FUTBOL

If you don't like reality, chuck it out the window and customize teams and players using the Customize Squad option on the main menu. You can transfer up to 300 players between teams and edit and create new players right down to their beards. Each player has a number ranking in seven categories, which you can shift to suit your needs.



USA

Nintendo Power

Kit Colours: Home

Shirt Colour

Primary
Secondary
Tertiary

Bankroll £2000K

PHILIPS
0
Nintendo Power
V-Design
1
Friendly
6

ROAD TO THE COPA

The World Cup tournament takes place every four years and is the highest level of competition in soccer. The best players in the world form national teams that play qualifying tournaments within their regions to determine who goes to the big show. In FIFA '98, you can play all the qualifying rounds and the finals with the teams that made the cut.

Qualifying Round
FIFA 98

Highlighted teams have qualified for the 1998 World Cup in France.

AFC

KUWAIT
UZBEKISTAN
QATAR
UAE
KYRGYZSTAN
OMAN
IRAN
BAHRAIN
JAPAN
INDONESIA
KAZAKHSTAN
SAUDI ARABIA
IRAQ
JORDAN
SOUTH KOREA
THAILAND
YEMAN
SYRIA
TAJIKISTAN
CHINA
INDIA
CAMBODIA
CHINESE TAIPEI
HONG KONG
PAKISTAN
TURKMENISTAN
SRI LANKA
SINGAPORE
LEBANON
VIETNAM
MALAYSIA
NEPAL
MACAO
BANGLADESH
PHILIPPINES
MALDIVE ISLANDS

CAF

GHANA
NIGERIA
CAMEROON
DR CONGO
EGYPT
IVORY COAST
ZAMBIA
LIBERIA
SOUTH AFRICA
TUNISIA
TOGO
SENEGAL
SUDAN
ZIMBABWE
BURKINA FASO
MOROCCO
MOZAMBIQUE
NAMIBIA
SIERRA LEONE
TANZANIA
UGANDA
ALGERIA
GUINEA
ANGOLA
BURUNDI
GAMBIA
GUINEA-BISSAU
MADAGASCAR
CONGO
MALAWI
MAURATANIA
MAURITIUS
GABON
KENYA
SWAZILAND

UEFA

FRANCE
ITALY
GERMANY
ENGLAND
SPAIN
HOLLAND
CZECH REP.
DENMARK
PORTUGAL
SWEDEN
SWITZERLAND
BELGIUM
CROATIA
ROMANIA
RUSSIA
BULGARIA
AUSTRIA
NORWAY
SCOTLAND
SLOVAKIA
POLAND
REP. OF IRELAND
WALES
YUGOSLAVIA
TURKEY
ISRAEL
BOSNIA-HERZ.
GEORGIA
BELARUS
FINLAND
GREECE
ICELAND
LITHUANIA
MACEDONIA
MOLDOVA
NORTHERN IRELAND
HUNGARY
LATVIA
ARMENIA
AZERBAIJAN
UKRAINE
SLOVENIA
ESTONIA
ALBANIA
CYPRUS
LUXEMBOURG
MALTA
FAROE ISLANDS
LICHTENSTEIN
SAN MARINO

CONMEBOL

BRAZIL
COLOMBIA
ARGENTINA
URAGUAY
PARAGUAY
CHILE
ECUADOR
BOLIVIA
PERU
VENEZUELA

OFC

AUSTRALIA
NEW ZEALAND
FIJI
PAPUA N.G.
SOLOMON ISL.
TAHITI
WESTERN SOMOA
TONGA
COOK ISLANDS
VANUATU

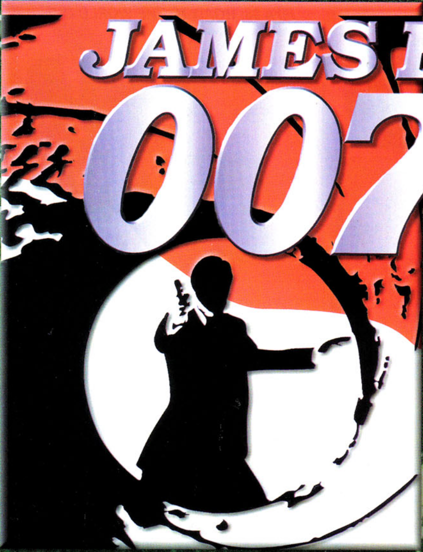
CONCACAF

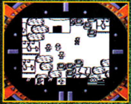
MEXICO
USA
BAHAMAS
CANADA
EL SALVADOR
JAMAICA
ST. VINCENT
TRINIDAD & TOBAGO
GUATEMALA
PANAMA
BERMUDA
HONDURAS
COSTA RICA
CUBA
PUERTO RICO
ST. KITTS/NEVIS
SURINAM
BARBADOS
DOMINICAN REP.
ST. LUCIA
ANTIGUA
ARUBA
GUYANA
DUTCH ANTILLES
BELIZE
DOMINICA
CAYMAN ISLANDS
GRENADA
HAITI
NICARAGUA

SEE YOU IN FRANCE

The final countdown to the Coupe De Monde has begun. In June, the United States, Mexico and Jamaica will represent the CONCACAF region. Even if you don't make it to France '98, you can be a part of the action with FIFA: Road to the World Cup '98. With graphics to knock you flat and killer options, this is a definite winner. EA Sports is back in the game.

JAMES BOND 007™





JAMES BOND'S LATEST MISSION MAY PLAY OUT ON THE SMALL GAME BOY SCREEN LIKE ONE OF Q'S GADGETS, BUT THE STAKES, AS ALWAYS, ARE HIGH. NINTENDO'S ORIGINAL PLOT TAKES AGENT 007 FROM CHINA TO RUSSIA AND BEYOND. IT'S AN ADVENTURE THAT WILL NEVER DIE.

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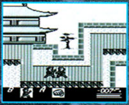
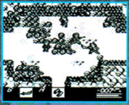
MAN WITH THE GOLDEN MACHETE

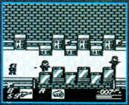
From a beautiful Chinese arms dealer to some of the most vicious enemies of Bond's storied career, the challenges that now face 007 would make any lesser agent cower in a closet. But nothing fazes Bond. He makes use of every opportunity, trading items for information, fighting for his life with knives, guns or even his bare fists. In James Bond 007, you'll explore exotic cities, use cool gadgets and slowly uncover a terrible plot to instigate a world war. Imagine Link in a tux with a view to a kill and you'll get the picture.



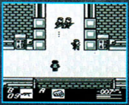
As a martial arts expert, Bond stands with the best. The block move is his key to success.



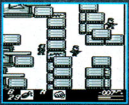
Give 007 a machete and a thicket of thugs—he'll cut his way through them like a saw through dandelions.



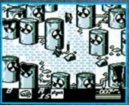
With his favorite pistol in hand, James can defeat any number of megalomaniacs bent on world domination.



For the most part, Bond disdains the use of such noisy, messy weapons as this automatic rifle.



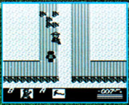
Bond tosses grenades over walls to introduce himself to heavily armed guards on the far side.



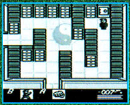
For those rare occasions when a machete won't do the trick, James gets the job done with a rocket launcher.

CHINA

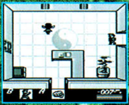
Bond arrives in China to investigate rumors of a ruthless new arms ring operating out of a floating temple. His orders from MI6 are to obtain secret documents that reveal the scope of the operation. Your first order of business is to talk to all the villagers and search for medical kits. If you use the med kits, you may live more than twice.



If only the carpenter had a hammer, he could fix the bridge. Go back and look in his hut for the tool.



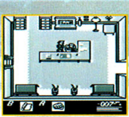
After passing through the secret panel on the right wall of the inner temple room, look for a key and a safe.

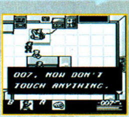


Zhong Mae fights like a tigress, but Bond's karate will tame her. If 007's health fails, boost it with a med kit.

LONDON

Back at MI6 HQ, Bond shows M the blueprints to a secret base. Unfortunately, the location of the base remains hidden. His new instructions are to find a man named Iqbal in Kurdistan where 008 has disappeared.



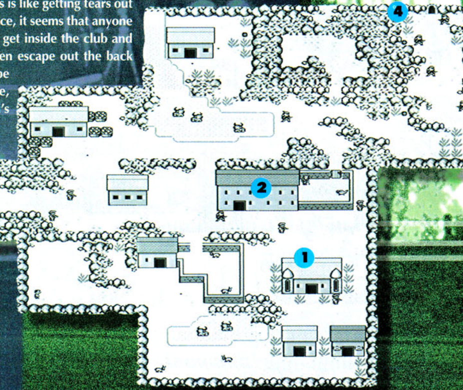


007, NOW DON'T TOUCH ANYTHING.

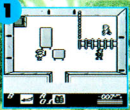
M delivers 007's new instructions, then Q Branch has a few surprises for Bond. As usual, Bond touches what he shouldn't in the lab, but it's all for the best.

KURDISTAN

In the rugged mountains of Kurdistan, James Bond searches for Iqbal, a rumored contact of the Chinese weapons syndicate. Squeezing information out of the locals is like getting tears out of a stone. But for a price, it seems that anyone will talk. The key is to get inside the club and shoot out the light, then escape out the back where a lantern can be found. From there, you can enter Iqbal's dark hideout.

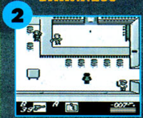


THICK AS THIEVES



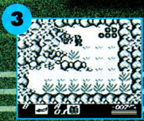
If you give this thief his cousin's ring and some paper, he'll forge a pass to the club for Bond.

UNDER COVER OF DARKNESS



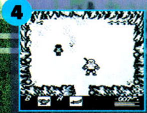
Once Bond gets into the club, he must sneak past the guard at the door. The plan is to shoot out the light behind the bar, then exit under cover of darkness.

SECRETS IN THE ROCKS



Look for a secret passage in the rocks near the entrance to Iqbal's hideaway. The man you find there will give you a jeweled egg if you keep silent.

IQBAL REVEALED



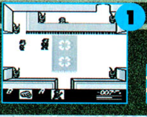
With the lantern selected, Bond can enter Iqbal's lair, defeat the strongman and free 008. Use the machete to defeat Iqbal. He's such a cut up.

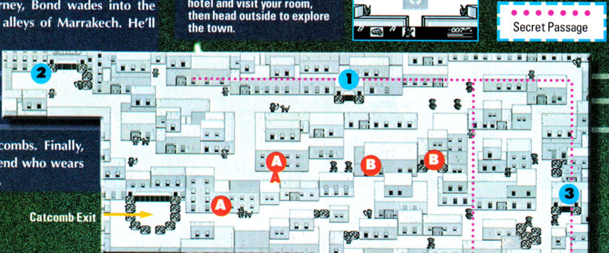
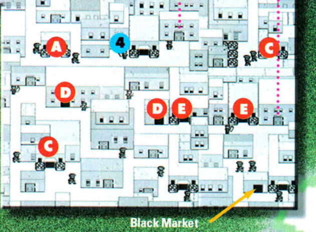
MARRAKECH

On the next leg of the journey, Bond wades into the narrow streets and winding alleys of Marrakech. He'll contact Mr. Fez in the casino, then do some shopping about town. In the black market, he'll have to exchange a series of items to get a pair of night vision goggles for use in the catacombs. Finally, he'll meet up with an old friend who wears a rather sharp hat—Odd Job.

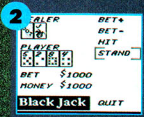
HOTEL MARRAKECH

Talk to the people in the hotel and visit your room, then head outside to explore the town.



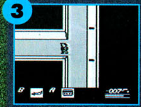
CASINO ROYALE



DEALER
BET+
BET-
HIT
STAND
PLAYER
BET $1000
MONEY $1000
Black Jack
QUIT

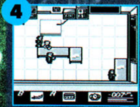
Once you win $2,500 you can play Baccarat with Mr. Fez. After speaking to Fez, you can leave the casino.

STRANGE WAYS



Trade Bond's jeweled egg for a pass that allows him to travel the secret dotted routes shown on the map.

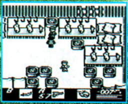
Q BRANCH EAST



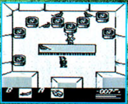
Q gives Bond a laser watch in the secret Q Branch Marrakech lab. The laser is used later in the catacombs.

GIVE Q LET DIE

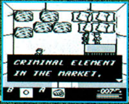
In the black market, everyone has a price. Bond just needs to find out what each merchant or trader wants in order to get the goggles he needs in the catacombs. The trading sequence includes a chicken, a cat, a pearl, a passport and the goggles.



The merchant in the far north of the market has chickens. Bond takes one.

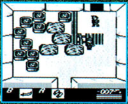


The man with all the cats needs food. Trade the chicken for a cat.



CRIMINAL ELEMENT IN THE MARKET.

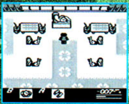
Give the cat to the man with the mouse infestation. He'll reward you with a pearl.



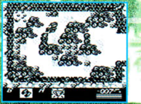
This man at the catacombs suggests you see a man in the southwest corner.

THE UNDERGROUND

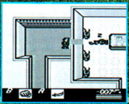
The ancient catacombs hide many secrets in a shroud of darkness. Here you will put Q's laser watch to work cutting through metal grates. The ultimate goal is to get the keys to Odd Job's room from Mr. Fez, but you'll have to catch him napping.



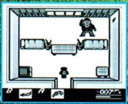
Miss Bliss donates a diamond to the cause, then sends Bond packing.



The Rat Man exchanges a tranquilizer gun for the diamond.



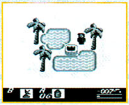
Beyond the rusty grate is a tunnel. Shoot Fez with a dart through the hole.



With the key from Fez, open the door to Odd Job's room and face the music.

THE SAHARA

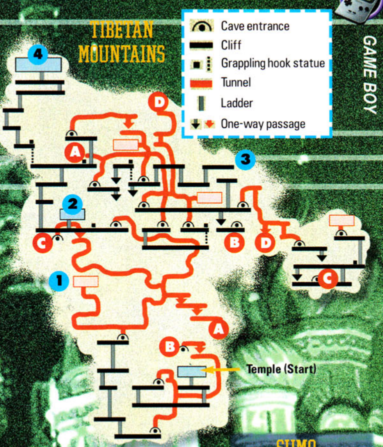
There's no way to beat Odd Job, so be prepared for the rigors of the desert. Your coordinates are 2, 7 when you're dropped off. Your destination is an airbase at coordinates 6, 2. Set off to the north, then walk far to the west where you'll find the base. Use the satellite dish to help you.



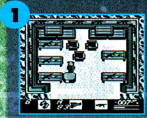
Grab a canteen from a man on a camel and fill it with water.

TIBET

The action heats up as you ascend a mountain stronghold in Tibet where arms shipments have been delivered. The view changes from overhead to side-scrolling as you unravel this maze. But before you set out, explore the temple and recover med kits. You'll also need to collect a rope and grappling hook during the journey. In the end, you'll battle a bunch of sumos and meet Odd Job once more.

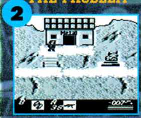


THE ARMS DEAL



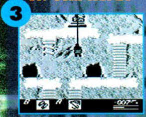
This room contains an automatic rifle that will help Bond survive in this hive of armed villains.

GRAPPLING WITH THE PROBLEM



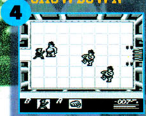
Combined with the monk's rope, the hook lets you reach new areas of the mountain.

ON THE ROPES



The monk gives Bond the climbing rope. In a nearby bunker, 007 picks up grenades.

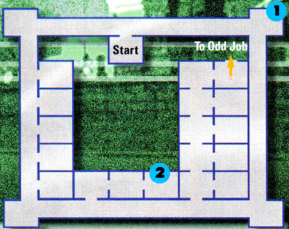
SUMO SHOWDOWN



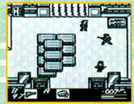
In the high temple, you'll find several tons of sumo wrestlers. Block as they approach, then punch.

THE SECRET BASE

Captured by Odd Job and locked up in the secret base, Bond faces a bleak future. But it turns out that Zhong Mae isn't really a hardened criminal. She was just trying to save her village. Now she needs Bond and she frees him from his cell. The first order of business is to collect weapons, then defeat Odd Job.

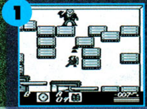


SEARCH & RESTORE



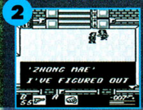
Your weapons were taken in Tibet, so you need to search the base for a new arsenal. The most important item is the shield that reflects Odd Job's hats.

AN ODD FIGHT



Use the shield to bounce Odd Job's hats back at him. The safest location is lower center.

ZHONG'S SONG



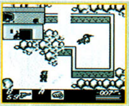
'ZHONG MAE'
I'VE FIGURED OUT

Meet with Zhong before going after Odd Job and after you've tipped his hat.

RETURN TO KURDISTAN

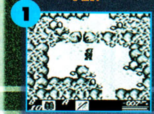
Once he's defeated, Odd Job reveals that a man named Khatar in Kurdistan knows where to find General Golgov, the mastermind behind the arms buildup. A friend of Zhong Mae's, Mustafa, will help Bond in Kurdistan, which has been shell-shocked with fighting since he last visited. Before you deal with Mustafa, you'll have to find 008, blast your way to a new area, and defeat two rebel leaders.

THE WASTELAND



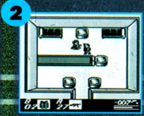
The village in Kurdistan has been bombed and blasted. Search the ruins for 008 and the exploding pen.

A MIGHTY PEN

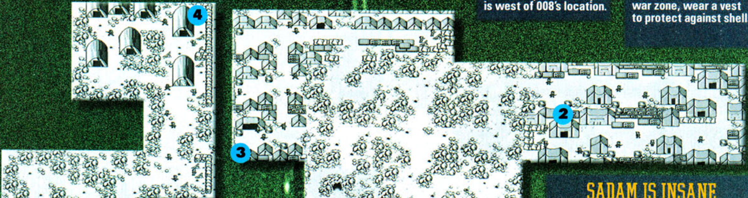


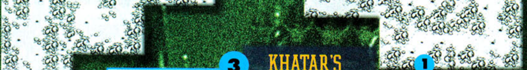
Q's exploding pen should be used between the two big boulders that block the path. This spot is west of 008's location.

QUID PRO QUO

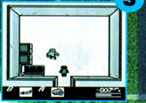


Mustafa extracts a high price for Golgov's location. While in the war zone, wear a vest to protect against shells.



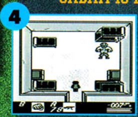


KHATAR'S CAMP



Infiltrate Khatar's camp and confront him. He moves fast, so block him with the shield and use the rocket launcher.

SADAM IS INSANE

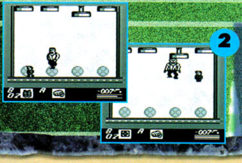


Sadam may bluster, but with one hit he'll give up. Go back to Mustafa to learn about Golgov's base in Russia.

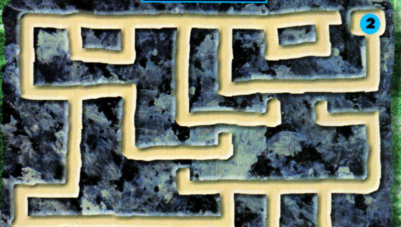
RUSSIA

The guide from Kurdistan drops Bond off on the outskirts of a junkyard. He must fight his way through the rubbish heaps to find the entrance to Golgov's secret base. But Golgov won't make it easy for Mr. Bond. He's hired one of 007's old pals to guard his door, a gentleman by the name of Jaws.

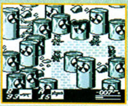
JAWS!



Touch a magnet pad at the bottom of the room, then draw Jaws to the magnet above. Hit him when he's stuck to the magnet.

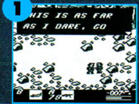


HATCHET JOB



In the junkyard, use the machete and a vest while hacking through the guards.

VENTILATE THIS



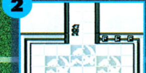
The maze of ventilation pipes is shown to the right. Pick your route carefully.

GOLGOV'S BASE

General Golgov has been secretly plotting to overthrow the west from his base in Russia with love. The giant base is divided into sections that are blocked by locked doors. On the map you'll find arrows indicating how to set the door switches in order to open the doors and reach Golgov. You'll also discover that Zhong Mae has been captured and that missiles are set to launch. Time to go to work.

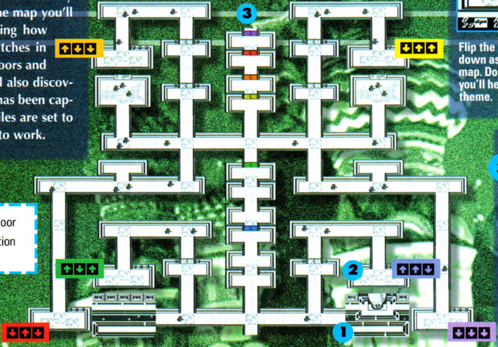
A PRECIOUS PAYLOAD

The only way to keep Zhong Mae from blasting into space is by defeating Golgov and deactivating the missiles.



COMBINATIONS

Flip the switches up or down as shown on the map. Do it correctly and you'll hear the Bond theme.



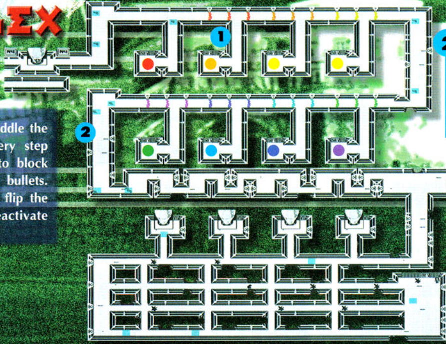
🟪 Locked Door
↓↓↓ Combination Switch

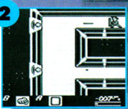
GOLGOV

Golgov may expect Bond to die. Ha. A few rockets will end his ambitions for world domination.

THE MISSILE COMPLEX

With Golgov out of the way, the only thing left is to disarm the missiles that threaten world peace. Automatic defensive systems riddle the missile complex, dogging every step Bond takes. Use the mirror to block lasers and the shield to block bullets. When you reach the missiles, flip the switch on the wall to deactivate the threat.





SAFE PASSAGE

Slip past the lasers by holding up the mirror and pressing the Control Pad forward, then up or down.

Force Field
● Force Field Key
🟦 Electrical Floor Plate

SWITCH KEY

The map of the base shows the force field switches and corresponding force fields in the same color. Turn them off.

DEBRIEFING

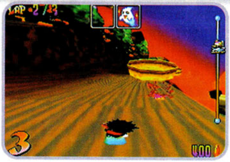
With the world safe until Bond's next mission on Her Majesty's Secret Service, 007 has nothing to do but head back to China with the beautiful Zhong Mae. The ending may vary if you find a special item along the way. Once the credits roll, you'll receive three special codes that allow you to play the casino games as separate games. You're bound to have a ball...or even a Thunderball.

COUNSELORS' Corner

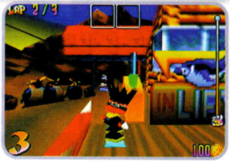
SNOWBOARD KIDS

IS THERE A WAY TO AVOID PIE PAN ATTACKS?

Once there were three things you couldn't avoid in life: death, taxes and pie pans. Luckily for you, in this day and age there are defribrillators, tax shelters and Counselors' Corner. Don't get mad—get even. You can fight pie pans with pie pans or you can use your invisibility power-up. It's to your advantage to save these items for when you need them on the last lap. You'll also be immune from pie pans if you make it inside the chairlift turnstile.



Squish! Pie pans are the toughest things to avoid in Snowboard Kids, but that doesn't mean you can't find a way to beat them.



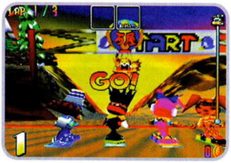
To avoid becoming a pie-pan pancake, use your invisibility power-up or make a run for the chairlift turnstile.

? HOW DO I WIN THE COPPER PASS? ?

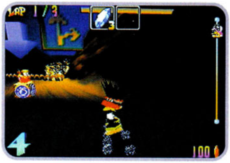
We've found that players who have problems getting gold trophies on the first six courses usually need to upgrade their snowboards. Use the money you've won in the races to buy better boards at the snowboard shop. While the freestyle board is the easiest to control, it doesn't have the speed to go the distance on all of the courses. The other boards may be harder to turn, but they have the speed you need to win. Many players never figure out that the game has a turbo boost—try jumping the moment the starter shouts "Go!" Finally, study the course maps closely and you'll see shortcuts. You must take the shortcuts to win on the toughest courses.

LAP 1/2
4
2410

Gamers pick the freestyle board for its easy control, but it doesn't have the speed to win.



You can start off with a turbo boost if you jump at the same moment the starter shouts "Go!"

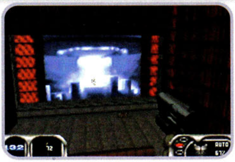


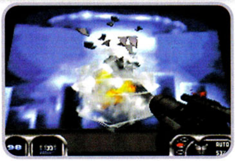
Shortcuts are the only way to even the odds and win on the game's toughest courses.

DUKE NUKEM 64

HOW DO I GET BEHIND THE MOVIE SCREEN?

Ahhh yes, the screen test in the first stage of the game. We'll assume you've already been up to the projection booth and that you remembered to hit the switch that opened the curtains. You see that dark spot on the movie screen? That's not a cola stain left over from a rowdy matinee crowd—it's a hairline fracture. Use a grenade launcher or a pipe bomb to blast it open. Now you can jump up through the hole and get behind the screen.

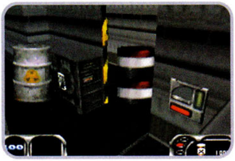

Go up into the projection room and flip the switch to open the curtains and start the movie.

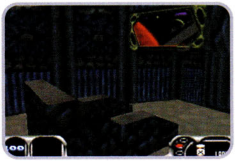

Aim your grenade launcher or a pipe bomb at the crack in the screen to blast open a secret place.

CAN I GET INSIDE THE AREA 51 UFO?

Yes, but before we tell how to get into the Independence Day UFO, we must inform you that YOU CANNOT, UNDER ANY CIRCUMSTANCES, FLY THE UFO. We know that the launch pad is right in front of the craft, but you can't fly it. Return to the conveyor belt and hit the switch that stops the belt. If you walk along the conveyor belt, you'll see an alcove containing a teleporter. Enter the teleporter to warp inside the spaceship.

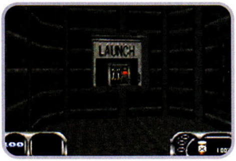
This alien craft in Area 51 looks cool, and you can get inside it, but there's no way to fly it.


Return to the conveyor belt behind the UFO. Activating this switch will open a teleporter.

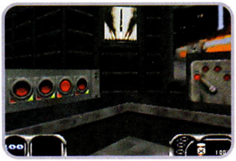

Step inside the teleporter to enter the space ship. Here you'll find an Atomic Health power-up.

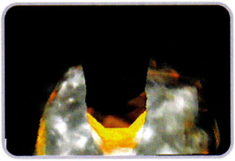
WHAT IS THE LAUNCH SEQUENCE FOR AREA 51'S MISSILES?

While you can't fly the Independence Day UFO, you can launch the missiles in the Area 51 silos. The trick is to figure out how to open and operate the complicated controls. Press the center switch until the left control panel pops up. Press the two left buttons and the far right button. Now press the center switch until the right control panel pops up. Press the two right buttons. Press the center switch again to complete the launch code sequence. You can watch the missiles take off on the remote security camera screen.



You'll need to activate eight buttons and a four-way switch to launch Area 51's missiles.

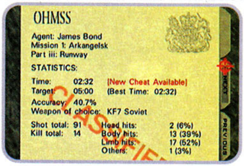

Press the two left buttons and the far right button on the left control panel.


Press the two right buttons on the right control panel. Now hit the switch to fire the missiles.

▶ GOLDENEYE

CAN I USE CHEAT MODE TO EARN A CHEAT?

How many Cheats would a cheater cheat if a cheater could cheat Cheats? None, but many of you keep asking us the question. You can't use a Cheat or 007 Mode to beat a target time and win a Cheat. If you're looking for the easiest cheat in the game, try completing Mission 3 in Agent mode in 5:00. If you beat this target time, you'll be able to access Cheat mode and choose DK mode. DK mode gives every character in the game Donkey Kong proportions.


OHMSS

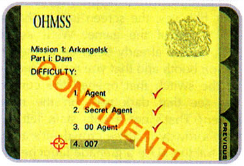
Agent: James Bond
Mission 1: Arkangelsk
Part iii: Runway

STATISTICS:

Time: 02:32 [New Cheat Available]
Target: 05:00 (Best Time: 02:32)
Accuracy: 40.7%
Weapon of choice: KF7 Soviet

Shot total:	91	Head hits:	2 (6%)
Kill total:	14	Body hits:	13 (39%)
		Limb hits:	17 (52%)
		Others:	1 (3%)

If you hit this target time fair and square, you'll earn a cheat option in the game.


OHMSS

Mission 1: Arkangelsk
Part i: Dam

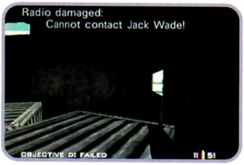
DIFFICULTY:

1. Agent ✓
2. Secret Agent ✓
3. 00 Agent ✓
4. 007

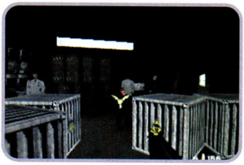
If you complete all nine missions on 00 Agent, you'll be able to access 007 mode.

? HOW DO I AVOID DESTROYING THE RADIO IN THE CAVERNS? ?

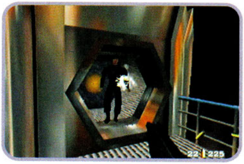
We've found that most players don't even look for the radio to call Jack Wade until they're playing as a 00 Agent. The radio is across from the Master Control Console. If you shoot the sentries guarding the room, any ricochet will ignite the barrels of flammable fluid stacked against the wall. The guards will also blast themselves into oblivion if they see you. The trick is to lure them through the automatic doors and dispose of them on the steel walkways outside the room.


Radio damaged:
Cannot contact Jack Wade!

If one stray round hits the barrels next to the radio, your 00 Agent mission will end in failure.



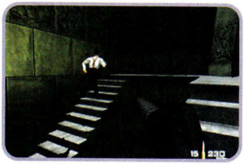
The trick is to lure the guards away from the barrels and out through automatic doors.



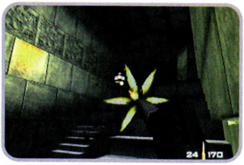
Dispose of each guard on the walkway. Don't go for the radio until you've removed everyone.

? HOW DO I DEFEAT JAWS IN MISSION 8? ?

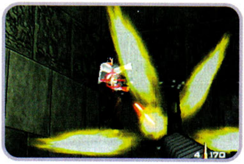
Like all enemies in GoldenEye, Jaws will shoot at a target only if he can fire in a straight line along a stairway or corridor. With this in mind, try luring Jaws into chasing you around the circular stairway next to the Shuttle Hangar Bay. As Jaws chases you up and down the stairs, shoot at him diagonally from the other side of the room. If you keep doing this, Jaws will never be able to return fire. Keep up the run and gun tactics until Jaws surrenders his Smart Card. The Smart Card will let you into the computer room where you can reprogram the shuttle's guidance system.



All enemies think stairways are just like hallways. Lure Jaws onto this circular stairway.



Shoot diagonally across the gap as Jaws chases you. Jaws can't return fire across the gap.

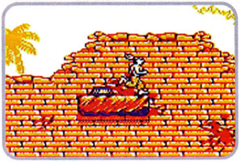


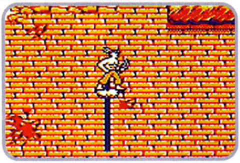
Keep running in circles and shooting at Jaws until he bites concrete and drops his Smart Card.

▶TUROK: BATTLE OF THE BIONOSAURS

HOW DO I GET OVER THE WALL IN THE FIRST LEVEL?

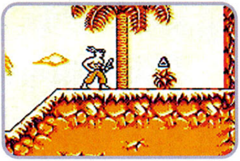
You'll probably have no problem getting through most of the first level until you run into this wall near the end of the stage. There's a platform nearby but no apparent way to get it to move. Look for a switch next to the wall. Hit the switch, then run back to the platform. If you don't hurry, the switch will reset and the platform will stop moving. Ride the platform to the top and make your way across the path leading over the wall.

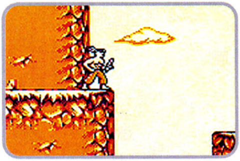

Go left and hit the switch, then quickly retrace your steps back to the rising platform.

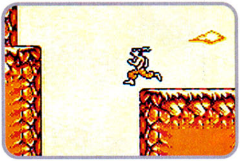

If you hurry, you can catch this rising platform and climb up to the path that leads over the wall.

? HOW DO I GET THE SHOTGUN IN THE FIRST LEVEL? ?

You can get the shotgun before you get the pistol. From the halfway point, drop down to the ledge and run all the way to the right. If you make a leap of faith to the right, you'll end up on a ledge with the shotgun. Getting back across is the tricky part. You'll have to run and jump left, but the key is to press the jump button after your first foot is already in the air. If you do miss and fall, you'll reappear at the halfway mark with the weapon if you still have a life left. After you have the gun, go back to the cave beneath the halfway point and continue your hunt.


Hit the halfway mark in the first level and drop down to the lower ledge. Now run to the right.


You don't need running room to make the leap to the shotgun. Getting back is the tricky part.


To make this long leap, run right and hit the jump button after your first foot is off the ledge.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

AEROFIGHTERS ASSAULT

Q: Which is the best aircraft to use?
A: The F-14B is the easiest to fly and has the most balanced weapons system.
Q: Is there a way to switch between pilots in the middle of a mission?
A: No.
Q: How many missions are there?
A: Eleven missions and four bonus stages.

BOMBERMAN 64

Q: Hey! I can't get this lever to flip!
A: Quit using regular bombs and try a pumped-up bomb.
Q: When does the Rainbow Palace appear?
A: After you collect 100 Gold Cards and you've defeated Altair a second time.
Q: How many Gold Cards are in the game?
A: There are 120.

MACE: THE DARK AGE

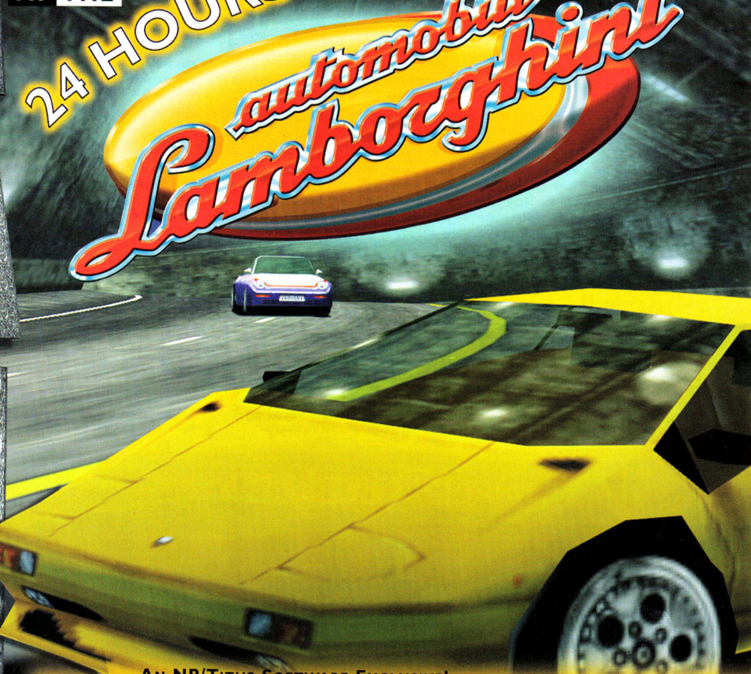
Q: How do I throw things?
A: Stand next to the object you want to pick up and throw, then press Down and Strong Thrust at the same time.
Q: I'm pressing the right buttons, but I can't get my Execution move to work.
A: If you inflict too much damage as you defeat your opponent, you won't be able to pull off an Execution move.

PLAYER'S POLL CONTEST

STAY UP ALL NIGHT WITH THE STAR RACING TEAM AT THE 24 HOURS OF LE MANS!

STAR RACING

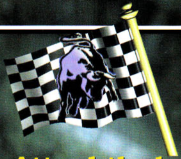
automobili Lamborghini



AN NP/TITUS SOFTWARE EXCLUSIVE!

LAP 2/6
LAPTIME
RANK 4/6
TITUS

ENTER TO WIN

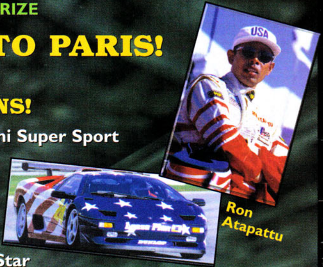


GRAND PRIZE

FLY TO PARIS!

Attend the legendary 24 HOURS OF LE MANS!

- Be a **VIP** guest of Lamborghini Super Sport Rookie Trophy winner Ron Atapattu, of Star Racing!



Ron Atapattu

HIT THE PITS!

- Share the excitement with the Automobili Lamborghini Star Racing Diablo crew on Pit Row!

GO WHEEL-TO-WHEEL WITH RON ATAPATTU ON THE N64!

- Challenge Ron on the high speed N64 curves of Titus's Automobili Lamborghini!

SECOND PRIZE—FIVE WINNERS

LAMBORGHINI LEATHER JACKETS PLUS AUTOMOBILI LAMBORGHINI GAME PAKS

- Exclusive, high performance suede jackets with authentic Lamborghini logos, front and back
- Automobili Lamborghini for the N64!

automobili Lamborghini

FROM TITUS SOFTWARE

THIRD PRIZE—FIFTY WINNERS

NINTENDO POWER T-SHIRTS

- Race for the checkered flag wearing a great new power T!

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LAPTIME
RANK 6/6
LAP 2/6

NP PLAYER'S POLL

YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

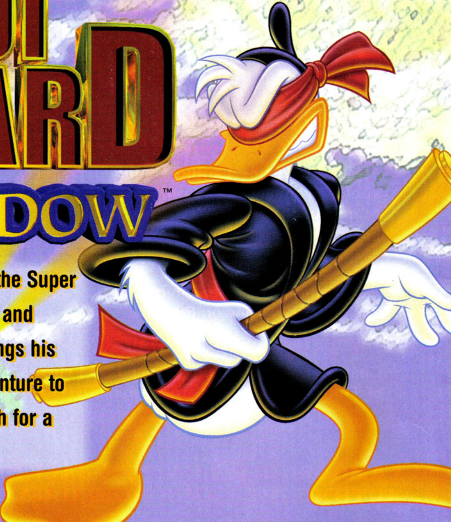
No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 105, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 105
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than March 1, 1998. We are not responsible for lost or misdirected mail. On or about March 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after March 31, 1998.

GRAND PRIZE: The Grand Prize Winner will win a trip for two to Paris, France, to attend the 24 Hours of LeMans. The Grand Prize Winner will also receive an Automobili Lamborghini Game Pak for the Nintendo 64. Exact date and location of the event is to be determined. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

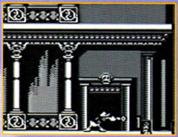
MAUI MALLARD
In COLD SHADOW™

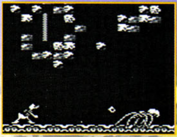


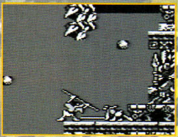
Already a highly-celebrated star on the Super NES, Maui Mallard, Private Eye and International Duck of Mystery, brings his wacky brand of side-scrolling adventure to the Game Boy in a six-level search for a strange and magical Mojo!

© Disney.

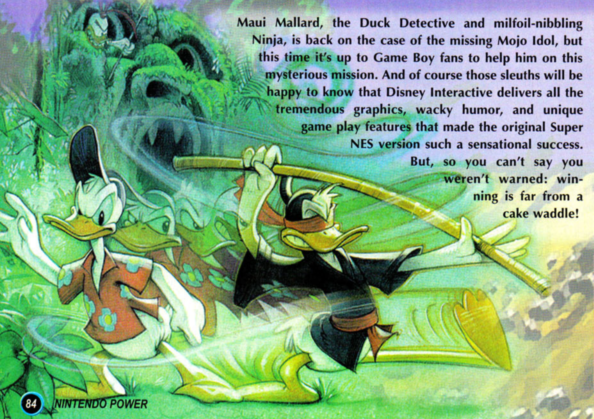
QUACK THE CASE!!!







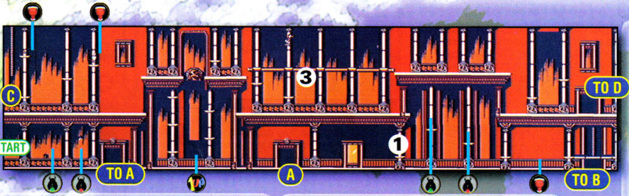
Maui Mallard, the Duck Detective and milfoil-nibbling Ninja, is back on the case of the missing Mojo Idol, but this time it's up to Game Boy fans to help him on this mysterious mission. And of course those sleuths will be happy to know that Disney Interactive delivers all the tremendous graphics, wacky humor, and unique game play features that made the original Super NES version such a sensational success. But, so you can't say you weren't warned: winning is far from a cake waddle!



MOJO MANSION

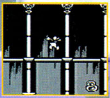
LEVEL ONE

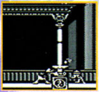
Maui decides to duck into a dilapidated mansion that shares the same name as the idol. While his prize may remain elusive, our feathered friend will still have to contend with traps, ghosts, and a whole host of creepy-crawlies.



③ PILLAR PASSAGE

Here Maui must make perfect leaps from pillar to pillar. If you're about to overshoot a column, press the Control Pad in the opposite direction of your leap to correct your course.



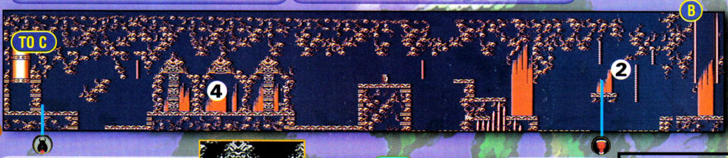


① MECH MONKEY

This little chimp seems to have flipped his lid, so Maui would do best to stay low while trying to set the robo-monkey straight with some well-thrown beetle bombs. A few hits should do the trick.

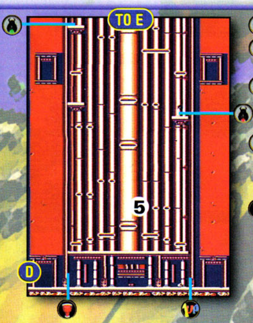
② CLIMB-IT CONTROL

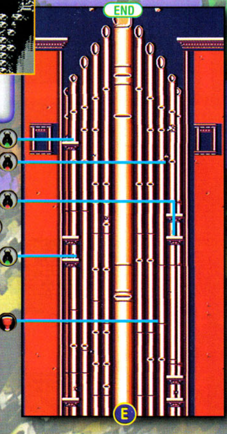
Scrambling up the chains can be pretty challenging, so here's some advice on how to climb like a pro: jump towards the chain you want to climb and then push Up on the Control Pad to grab it. It takes some practice!.



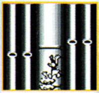
④ TWO BIG BARRIERS

Not only does Maui run the risk of being crushed beneath these walls when they close, just touching one of these barriers can do him some real damage. Try to keep clear of a wall until it begins to rise and then waddle past it as fast as you can.





⑤ TUNE UP TIME

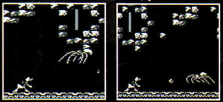


While gathering beetles along the way, ride the puffs coming out of the pipes to get to higher ground.

LEGEND

- EXTRA LIFE
- PUNCH
- YIN-YANG
- BULLET BEETLE
- BOMB BEETLE

THE METAL SPIDER



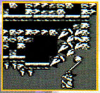
Fire beetle bullets at this nasty arachnid as you run to the right or left corners of the room, then dash underneath him when he gets too close for comfort.

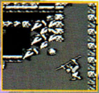
NINJA TRAINING GROUND

LEVEL TWO

After beating the robo-arachnid, Maui determines that it's going to take more than just sleuthing skills to find the missing Mojo. He wisely decides that it's time to take to the training grounds to bone up on his ninja techniques!

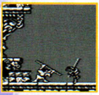
❶ SWINGING LESSONS





Ninja Maui will have to use his staff to swing himself up to new heights. To accomplish this trick, look for a stone that seems to be floating in midair and get as close to it as you can without losing your footing. Next, jump up and hit the stone with your staff. If you hit it correctly, the staff will stick and you'll end up swinging back and forth. Wait until you get to the height of your swing and then jump for the higher ground.

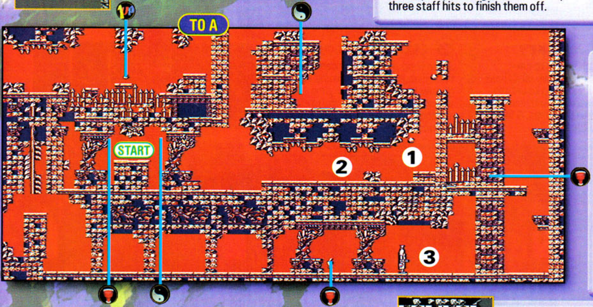
❷ KNOCKING OUT NINJAS



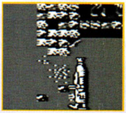
To defeat the other web-footed ninjas, use a combination of fast staff attacks and speedy retreats. Jump at the ninjas and pummel them with your staff before they take up an offensive posture, and then jump back when they try to return your punishing blows. It usually takes three staff hits to finish them off.

LEGEND

- 1UP EXTRA LIFE
- PUNCH
- ☯ YIN-YANG
- BULLET BEETLE
- BOMB BEETLE

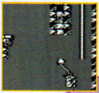


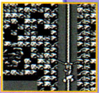
❸ CLIMB INSIDE



Ninja Maui would be wise to take a ride in these exotic stone statues. Because of their size, they can break through the walls and barriers that would normally stand in Maui's way.

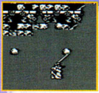
❹ BRACE YOURSELF



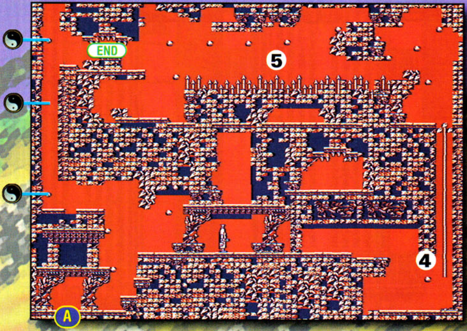


Get ready, because this is one of the stage's most challenging obstacles! To get past this vertical passage, hook on to the stone with your staff and swing yourself into the shaft. Quickly tap Up on the Control Pad and the A Button at the same time to wedge the staff between the walls. Now keep tapping the two buttons until you reach the top.

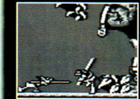
❺ CRUISIN' FOR A BRUISIN'

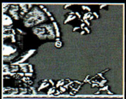


Here, Ninja Maui had better swing from stone to stone with his trusty staff or he'll bruise his tail on the spikes below. If our feathered friend takes a spill, try to hook back on to a stone as the damaged duck bounces his way across the spikes.



PLUCK THE DUCKS!



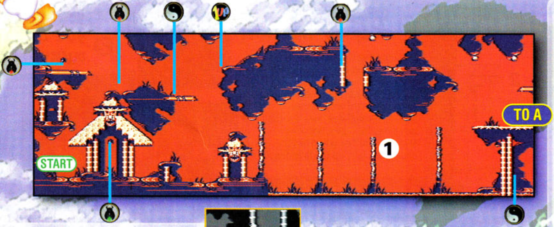


This level's final confrontation is a face-off with six deadly ninja ducks on the altar of a high and mighty mallard! You have to take on the ninjas only one at a time, but your troubles are compounded as the sacred duck hurls rocks at your head. If you have plenty of Yin-Yang power, stay on the far sides of the screen to avoid the stones, and attack the ninjas when they come in close.

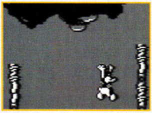
MUDDRAKE MAYHEM

LEVEL THREE

Our long-billed buddy believes that the island's Muddrake tribespeople know the whereabouts of the missing Mojo, but in order to gain their trust, Maui will first have to prove his mettle to these tiny warriors. Be prepared to use both beetle bullets and ninja techniques to pass their many tests.



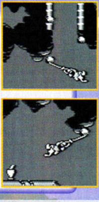
❶ POLE TO POLE

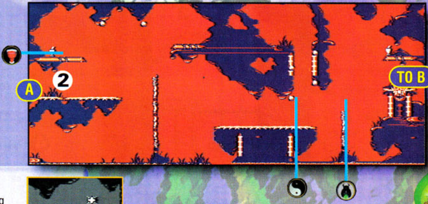


Picking a path across the level's large pools of lava is a piece of cake as long as you use these bamboo poles. If you can make an accurate leap to the next pole, Maui wll grab it automatically.

❷ BACK FOR BONUSES

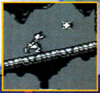
If you feel confident that you know the ways of the ninja, you might want to backtrack to the beginning of the level before you enter area B. Use the swinging-staff technique to work your way up the vertical passage shown on the right, and then keep heading back to the left to bag a bonus. Beware: We recommend that you choose this path only if you're up for a serious challenge!



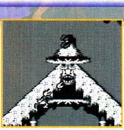


❸ PICK UP SOME STAR POWER

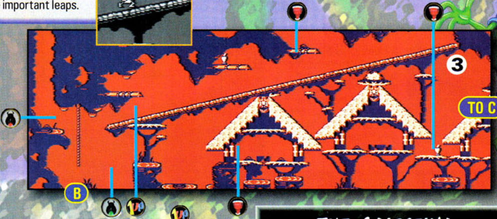
Before you wind your way through the huts, head up the long ramp to grab this glowing goodie. With this powerful item in your possession, you'll be able to make some important leaps.

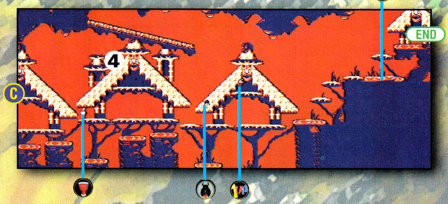


❹ GET THE GOODIES

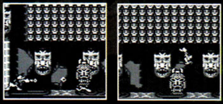


Some of the Muddrake homes have bonus items hidden on their rooftops, so Maui should look for ways to get up to these higher levels. Although it doesn't always work in every home, you can often reach the roofs by jumping onto the pillars that are holding up the huts.





THE COLISEUM

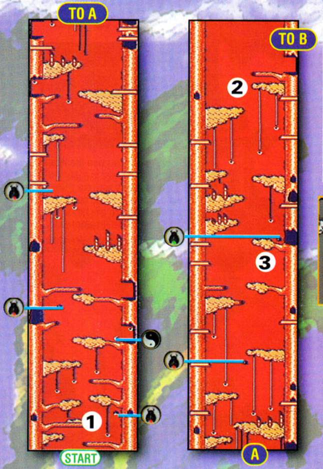


Fire bullet beetles at this big baddie, and when he bobs his head up and down three times, he'll fire an arrow in your direction. That's when you'd better (pun intended) duck!

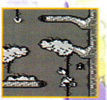
THE TEST OF DUCKHOOD

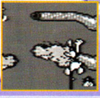
LEVEL FOUR

The Muddrakes are impressed that Maui has bested one of their best warriors in battle, but their tests are far from finished. Now Maui must get to the top of some well-protected trees and then face the jungle's greatest challenge: Trial by Bungee!



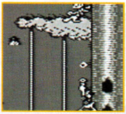
❶ SPRING-TIME TRIP UP THE TREES





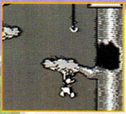
Maui can avoid a tiring climb up the trees by using the springy lines that are hanging from their limbs. Of course, if Maui really want's to do things the hard way, he can always climb these lines like they were regular ropes, but why should he bother when he can bounce his way up the branches?

❷ YOU LUCKY DUCKY!



Either he's lucky or the Muddrakes have decided to give Maui a bit of a break! Almost all of their little warriors can be safely taken out by blasting them with bullet beetles from below. It's like shooting ducks in a barrel!

❸ WATCH FOR BROKEN BOUGHS

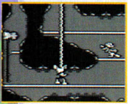


Although it's almost impossible to determine exactly where, some of the limbs on the tree appear to be broken. If Maui loses his footing and falls through these little gaps, he's going to lose a lot of ground. To avoid this peril, try to keep Maui standing only on the bushy leaves that cover most of the branches.

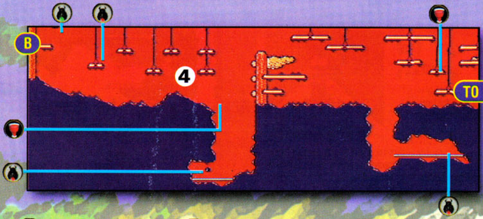
❹ THE BEST WAY TO BUNGEE

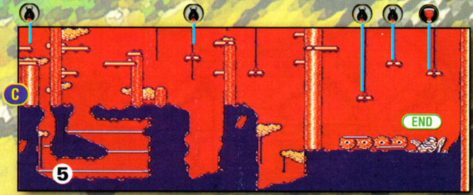
Unless you really enjoy the sight of your duck detective bouncing around the screen willy-nilly, whenever it's possible, try to keep control of Maui by only having him bungee jump from platform to platform.

❺ A BIRD ON A WIRE

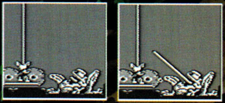


A tree blocks Maui's path at this point, so bungee deep underground and grab the wire near the bottom of the screen. Without letting go, get Maui to move to the right until he can bungee back up again.





BIG-TONGUED TOAD



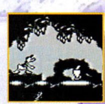
To defeat this oversized amphibian, grab the floor and close in on the toad while keeping out of the range of his tongue. Now whenever he opens his mouth, blast him with a bullet beetle.

THE SACRIFICE OF MAUI

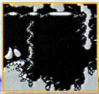
LEVEL FIVE

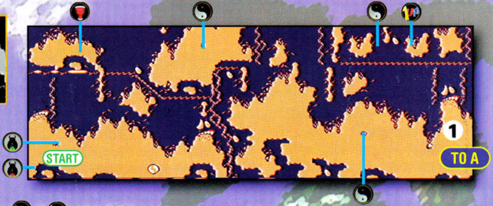
Thanks to the Muddrakes, you're now on the right path to finding the mysterious Mojo. But don't let your guard down, because you're heading deep into the island's underworld, a perilous place where plenty of dangers still await Maui Mallard.

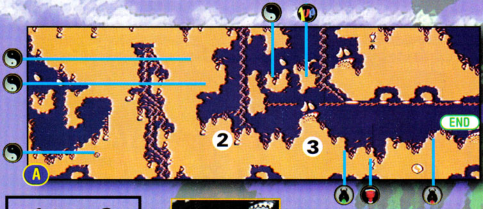
❶ USE THE FLUES



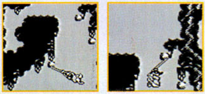
By jumping into these ducts, Maui can reach some of the stage's high places without having to use his staff. You'll find one of them just to the left of where you start the level, and another one just before you enter area A.







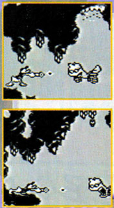
❷ ONLY A NINJA CAN SAVE YOU NOW



To handle this hurdle, you will have to use your Yin-Yang power and become Ninja Maui. Now you can make a series of swings up and over this obstacle.

LEGEND

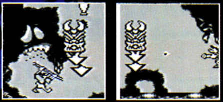
- EXTRA LIFE
- PUNCH
- YIN-YANG
- BULLET BEETLE
- BOMB BEETLE



❸ BUG THE GHOST BACK

Besides the treacherous terrain, these pesky apparitions are the main thing keeping Maui from the end of the stage. The ghosts can do Maui damage only if he's in too close, so keep your distance and hit 'em with bug bullets to make them disappear.

A TRYING TAIL



Stay off to one side while you pepper this demonic baddie with beetle bullets, and try to keep low to avoid his tail. He's one tough customer, so be prepared for an epic battle!

REALM OF THE DEAD

Maui knows that he must be getting very close to the missing Mojo, but before he can call this case closed, he'll have to travel to the heart of the underworld and confront the greatest hazards and horrors he's seen thus far. If you haven't mastered Maui's many beetle-blastin' and staff-swingin' skills before arriving in this realm of lost souls...then this Mallard's a dead duck.

ARENA

Are you game?

THE CHALLENGES

MAKING THE GRADE

What's your Mischief Making grade point? If you can shake, shake, shake and score A's and/or S's in every area, show us your report card by sending us your snapshots of all five level select screens.

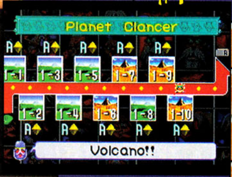
WATCH OUT FOR THAT TREE!

We head for the trees in part two of our DKL III challenges for Game Boy. Enter Time Attack mode and race through the Tree level, and, if you're fast enough, you'll appear in Arena as one of DKL III's top bananas.

SPEED RACING

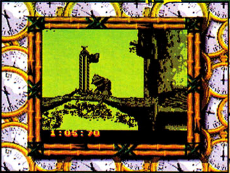
Warp speed! Send us photos of your best times for any, some or all of Future Fun Land's four cosmic courses. The top 25 racers in each track—Spacedust Alley, Darkmoon Caverns, Spaceport Alpha and Star City—will win four Power Stamps.

#1



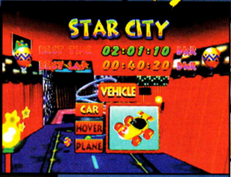
MISCHIEF MAKERS

#2

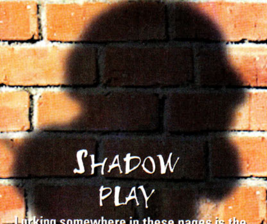


DONKEY KONG LAND 3

#3



DIDDY KONG RACING



SHADOW PLAY

Lurking somewhere in these pages is the owner of this shadow. Flip through this issue to find the fleshed-out version of this silhouette.

NP SCOREBOARD

SUPER MARIO 64

151 Coins in Big Boo's Haunt (Vol. 92)

Michael Squillante	Laurel Hill, NC
Ryan Stahl	Fayetteville, AR
Kyle Strengholt	Lynden, WA
Greg Stiffey	Pittsburgh, PA
Chris Sula	Joliet, IL
John Sutrick	Sapulpa, OK
Mike Sutton	Boonton, NJ

SUPER MARIO 64

152 Coins in Wet-Dry World (Vol. 97)

Matt Brown	El Dorado Hills, CA
Mike Casalena	Windsor, ON
Jason Fraser	Scarborough, ON
John Galasso	Oyster Bay, NY
Robert Jahoda	East Hampton, NY
Shawn Meehan	Goodwood, ON
Joshua Melton	Woodstock, GA
Tony Prado	Compton, CA
Howard Tran	Cerritos, CA
J.V. Valkenburg, Jr.	Plattsburgh, NY
Brian Veit	Schaumburg, IL

TETRISPHERE

Best Time Trial Score with No Drops (Vol. 101)

Kan Zhu	Tempe, AZ	458,100

MARIO KART 64

Best Times for Koopa Troop Beach (Vol. 101)

Jonathan Bernier	Montmagny, PQ	1:22.21
Daniel Rogers	Bay Shore, NY	1:25.55
Ricky Bogatek	Nobleton, ON	1:25.91
Jonathan Hamner	Jonesboro, GA	1:26.05
Steven Rodriguez	Simi Valley, CA	1:26.05
Mark Redmond	Virginia Beach, VA	1:26.23
Clifton Poli	Orlando, FL	1:26.29
Hongman Leung	Phoenix, AZ	1:26.49

WHAT KIND OF GAMER ARE YOU?

QUIZ

We are what we play. Find out who you really are by taking our quiz that will uncover your gaming personality.

❶ **GOOD GRAPHICS AND ANIMATION MEANS:**
(A) Vivid settings and details
(B) High frame rate and no pop-up
(C) Lots of body parts splattering onto the screen
(D) Bright and shiny shapes that hurt my eyes, because I forget to blink

❷ **WHEN I PLAY A GAME AND SEE BOXES, I:**
(A) rearrange them
(B) dodge them
(C) shoot them
(D) marvel in their bouillon cube-like perfection

❸ **WHEN I ENCOUNTER OTHER CHARACTERS, I:**
(A) talk to them
(B) try to get ahead of them
(C) beat them silly
(D) avoid eye contact

❹ **IN MY FAVE GAME, AN ANIMAL I'D SEE IN THE ROAD WOULD BE:**
(A) a unicorn
(B) roadkill
(C) a dog, but turned inside-out so it looks all scary-like
(D) lucky if I even found the road, let alone figured out how to use this stinkin' Controller!

❺ **WORDS OFTEN OVERHEARD IN MY FAVORITE GAMES INCLUDE:**
(A) "Magical" and "Elfin"
(B) "Extreme" and "Adrenalin"
(C) "Duck!" and "Aaaargh!"
(D) one syllable only

❻ **MY GAME USUALLY ENDS AFTER I:**
(A) lose all my hit points
(B) crash
(C) get ambushed
(D) mistake the Power Switch for the Pause Button

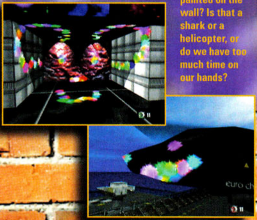
Figure out whether you answered mostly with A's, B's, C's or D's, then refer to the list below to see what kind of gamer you are.

A: You like to think and use your imagination. Try RPGs and adventures.
B: You're competitive and always on the go. You'll like racing games.
C: You like aggression and action. First-person shooters will make your day.
D: How'd you get your hands on this NP? You don't play video games, but you can get a giant gaming jump start by reading the rest of this magazine!

PICASSO PAINTBALL

James Bond appreciates the finer things in life, like sports cars, expensive suits and fine art. Or at least art as fine as a paintball gun will allow. Activate the Paintball Cheat (finish the Dam level on Secret Agent under 2:40), then find a wall, tank, faraway mountainside, statue of Lenin or any other area you'd like to paint. Use your imagination—spell something out, draw a picture, or...who knows? We'll feature the most creative, clever (and clear) photos of paintball art in an upcoming Arena.

ARENA ART


Is that Pipsy the mouse painted on the wall? Is that a shark or a helicopter, or do we have too much time on our hands?

In GoldenEye 007, how long can you keep a soldier's hat in the air by shooting it with your PP7?
— A TWISTED CHALLENGE FROM ANDY SMITH OF LISBON, OH

In NBA Jam, can you steal the ball over 100 times in one game?
— A TWISTED CHALLENGE FROM DANIEL ROSE OF SAN DIEGO, CA

GOLDENEYE 007

Best 00 Agent Times for the Facility without Cheat Menu (Vol. 101)

David Hall	Cedar Rapids, IA	1:25
Brian Boese	Valdosta, GA	1:29
Scott Needham	Thief River Falls, MN	1:31
Jeffrey Seely	Sandy, UT	1:31
Mike Sassone	Vista, CA	1:33
David Baciocco	San Bruno, CA	1:34
David Wonn	Gahanna, OH	1:34
Jason Duensing	Beatrice, NE	1:35

GOLDENEYE 007

Best 00 Agent Times for the Facility with Cheat Menu (Vol. 101)

Attila Aros	Lethbridge, AB	1:14
Jonathan Hamner	Jonesboro, GA	1:14
Nicholas Goodwin	York, ME	1:20
Kan Zhu	Tempe, AZ	1:34
Joe Swallow	Granite Bay, CA	1:42
Tim Howes	Brighton, MI	1:39

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP (for a complete list of qualifiers, surf to www.nintendo.com).

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights and then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than March 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 104

GOLDENEYE 007
RECON MISSION:

1) Blue, white and red
2) 06
3) 4-A1
4) 4-C3
5) H
6) 4
7) 12
8) 10
9) The Middle East

SHADOW PLAY:
TipTup from page 58

Nintendo
Game Boy
Super NES
N64
ITEM

NOW PLAYING

Your Power Guide To The Latest Releases
February 1998

YOSHI'S STORY

- Nintendo/128 Megabits
- 1 player
- Rumble Pak compatible
- Game Pak save feature
- 24 courses

EVERYONE

SCORES

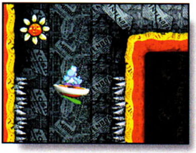
E-7.9
H-7.5
M-8.5
J-8.4
T-8.5

This N64 page-turner is destined to be a bestseller.

GRAPHICS Instead of pushing for realism, like most N64 games, Yoshi's Story creates a richly textured, prerendered storybook world like none that have come before. The graphics are simply irresistable.

PLAY CONTROL You have multi-directional tongue control for slurping up fruit, 360° aiming control for chucking eggs, and jumping that even allows you to run in the air. It's everything a dinosaur could ask for.

GAME DESIGN Exploration is the key to this game. Players collect a full border of 30 pieces of fruit. To do so requires battling baddies like Baby Bowser, discovering secret areas and solving obstacle puzzles in order to proceed.



SATISFACTION Anyone who loves action platform games will eat this one up. With 24 courses, plus hidden areas, Yoshi's Story should keep players gulping and hopping merrily along for quite a spell. One Save slot isn't enough.

SOUND Some of the music is fetching, but the munchkin-voiced Yoshis may make you wonder if you've landed in Oz.

COMMENTS Jason: *Plenty of variety and natural play control.* Terry: *The game is so cute that I have to take Duke Nukem breaks.* The release date is March 9th.

GRAPHICS=8.8 PLAY CONTROL=8.3 GAME DESIGN=8.2 SATISFACTION=8.0 SOUND=7.5

0 2.5 5.0 7.5 10

8.2
OVERALL RATING

NAGANO WINTER OLYMPICS '98
KONAMI

NAGANO WINTER OLYMPICS '98

- Konami/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible
- 12 Olympic sports

Best Time
Total Time
Power
12 km/h
First

SCORES

D-6.9

H-5.1

M-5.2

SD-8.1

T-7.5

Bring home the gold from Nagano, Japan on your N64.

Best Point
259.34
Power
470 HYPER
First

GRAPHICS The 3-D graphics depict the athletes very well and there's a definite feeling of being involved in each sport. Animation frames are limited, though, and frame rates are slow enough to be noticeable. It could be prettier.

PLAY CONTROL On some events, the play control is fine and well-thought out. On other events, the control isn't very intuitive. Skiing, snowboarding and sledding controls are the easiest. Ski jumping is a bear.

GAME DESIGN Konami included a good mix of Olympic sports and good options. More care should have been given to play control, however, since it is the key to the sense of reality players will feel during the game. It would also have been nice to include multiplayer simultaneous play even if it means breaking from the actual form of Olympic events.

SATISFACTION There are enough good events to make Nagano fun, but it's disappointing that not all 12 events are first-class.

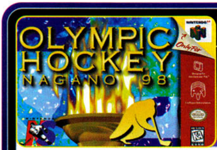
SOUND This is done very well. The event announcers sound very realistic when they announce scores and times. The crowd noise also seems real.

COMMENTS Terry: *The controls are so varied that it's like having 12 different games.*
Jason: *When Nagano's most exciting sport is curling, it says something about the game design.*

6.5

OVERALL RATING

GRAPHICS=7.8 PLAY CONTROL=5.6 GAME DESIGN=6.4 SATISFACTION=6.1 SOUND=6.6



OLYMPIC HOCKEY '98

- Midway/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible
- Passwords
- Olympic and arcade modes

SCORES

E-7.3

J-6.2

M-6.0

SP-6.9

T-6.2

Action on the Olympic ice begins before the opening ceremonies.

GRAPHICS Although the graphics are essentially the same as in Wayne Gretzky's 3-D Hockey '98, Olympic Hockey is a fast-moving, 3-D sports game that looks great on the N64. The uniforms depict national flags rather than official designs due to the late submission of those designs by national teams at the Olympics. Six camera positions give you multiple angles on the action.

PLAY CONTROL Olympic Hockey's play control is precise and easy to use, making it virtually identical to the controls in Gretzky.

GAME DESIGN Midway included both Olympic and Arcade modes. The arcade game is fast, high-scoring and great for multi-player action. The developers at Atari Games gave it some extra AI for a greater simulation feel in the Olympic mode.

SATISFACTION Olympic Hockey is so similar in most respects to the Gretzky games that Gretzky owners should think before making the investment. Still, it's a good hockey game.

SOUND Brief national anthems from the 16 competing teams are the only new sounds in Olympic Hockey. The use of organ music seems out of place.

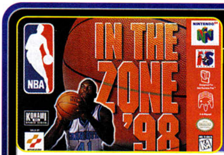
COMMENTS Terry: *Team Canada and Team USA are almost unbeatable.*
Scott P: *Don't expect to experience anything new from the past two Gretzky games.*

ASSIST: 9 MODANO
1st 9:14
USA 1
RUSSIA 0

6.5

OVERALL RATING

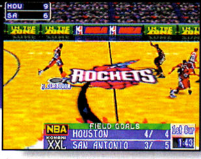
GRAPHICS=7.2 PLAY CONTROL=7.8 GAME DESIGN=5.8 SATISFACTION=5.4 SOUND=7.0



NBA IN THE ZONE '98

- Konami/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible
- NBA and NBAPA licenses

EVERYONE E ESRB



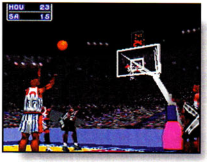
SCORES
D-6.4
H-5.3
SP-6.3
S-5.0
T-7.1

Are you ready to play in the NBA? Game time is now on the N64.

GRAPHICS Konami's NBA In the Zone gives you 10 camera positions that can either put you in the zone, in the rafters or on the hardwood. If you pick the right angle, the graphics look good and you won't miss any of the action. We noticed that animation is a step slow.

PLAY CONTROL Shooting, blocking, and passing all work nicely with the A and B Buttons. Switching players with the right C Button is quite awkward. Player speed is controlled by the analog Control Stick.

GAME DESIGN There are four-player modes in In The Zone, including exhibition, playoffs, season and All Star. You can trade players or grab free agents. It feels like a sim, but it doesn't have the depth of options that a true sim would have.



SATISFACTION The bottom line is that you'll probably have fun with this game. The graphics could be sharper and the play control could be tightened up. Defensive AI could definitely be improved. But until NBA Courtside is released this spring, this is the only game in town.

SOUND The announcer, crowd noise and SFX help create the NBA illusion.

COMMENTS Scott P: *I expected a bit more from Konami.* Henry: *It doesn't follow all proper NBA rules and CPU AI is poor.* Erich: *Good camera angles, poor D.* Note: Power will review In the Zone '98 next month.

6.0
OVERALL RATING

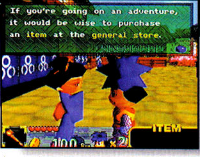
GRAPHICS=6.8 PLAY CONTROL=5.6 GAME DESIGN=6.0 SATISFACTION=5.6 SOUND=6.4

MYSTICAL NINJA STARRING GOEMON

MYSTICAL NINJA STARRING GOEMON

- Konami/64 Megabits
- 1 player
- Controller Pak compatible
- 17 stages

EVERYONE E ESRB


If you're going on an adventure, it would be wise to purchase an item at the general store.

SCORES
H-6.7
M-8.1
SP-6.7
S-7.2
T-7.1

The mystical ninja grows up and returns on the N64.

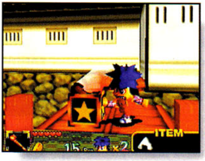
GRAPHICS Colorful and ornate with styles based on historical Japanese themes, this game has a definite "look." There are some problems with polygon tearing that look bad but don't affect the game.

PLAY CONTROL Play control is good and there's plenty of variety to keep players busy, from regular running around and fighting to controlling a giant robot.

GAME DESIGN Konami is nothing if not ambitious with this title, but the bizarre story, poor translation and linear progression of events may hurt the game's acceptance in North America where the characters are not as well known.

SATISFACTION If you liked the original Mystical Ninja for Super NES, you'll probably enjoy this game, as well. There's Mario 64-type action, but the game isn't as polished or as big.

SOUND Konami always does a terrific job on the sound in its N64 titles. Mystical Ninja features an intro song and lots of interesting music and effects throughout the game.

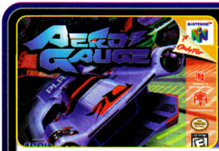


COMMENTS Terry: *It's like Super Mario, although the control could be better. If you're into bizarre plots that don't make sense, this game is for you.* Henry: *Lots of variety and a good amount of game time. But, the dialog...it's the most boring on the N64.*

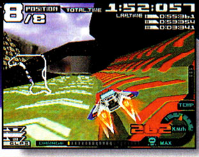
7.1
OVERALL RATING

GRAPHICS=7.6 PLAY CONTROL=6.6 GAME DESIGN=7.2 SATISFACTION=7.0 SOUND=7.4

AEROGAUGE



- ASCII/64 Megabits
- 2 players simultaneously
- 4 courses + 2 hidden tracks
- 5 vehicles + 5 hidden aerocars



SCORES

E-5.5

H-4.5

M-8.5

SP-5.8

SD-7.4

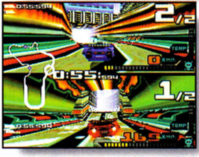
It's back to the future of racing with ASCII's AeroGauge.

GRAPHICS The aerocars are probably the coolest part of this futuristic racer. They range from sleek speedsters to heavily-shielded tubs. There's a good sense of speed as you maneuver through the tight tracks. Draw-in and pop-up are apparent on most courses, at least in some places. The three camera positions include behind the wheel, close behind, and far behind your vehicle.

PLAY CONTROL Since your aerocar floats on a cushion of air, there is a soft, realistic feel to the steering controls similar to flying an airplane in DKR. In addition to banking, drivers can tilt the nose of the car up and down and make a braking turn.

GAME DESIGN Players will find a solid racer with the added thrill of being in the air. With tournaments, multi-player and time trials, you get a standard set of game modes. Variety is limited by a lack of tracks.

SATISFACTION The racing in AeroGauge can be fun, but it's not as involving as we'd like. Frankly, we wanted more courses, more cars and more things to do.



SOUND High-energy music that increases its tempo on the final lap keeps you pumped.

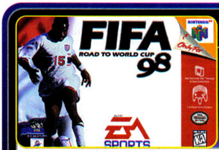
COMMENTS Scott P: *I'm still waiting for F-Zero X.* Jason: *The settings are so futuristic that they're not even drawn by the CPU until you get there.* Sonja: *Very cool concept. Intuitive.* Erich: *Primitive graphics.*

6.5

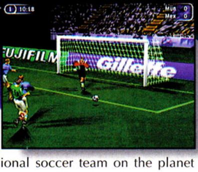
OVERALL RATING

GRAPHICS=6.7 PLAY CONTROL=7.4 GAME DESIGN=6.4 SATISFACTION=5.7 SOUND=6.3

FIFA: ROAD TO THE WORLD CUP '98



- EA Sports/96 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible
- Real players
- 172 teams



SCORES

E-8.1

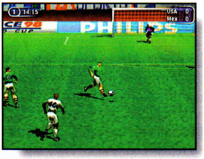
J-7.9

SP-8.4

SD-9.0

S-7.3

The new FIFA is on the right road for the World Cup.



GRAPHICS What a difference a year can make. The developers at EA Canada honed the animation in this soccer sim to razor sharpness.

PLAY CONTROL Depending on the selected camera angle, the action can seem almost broadcast quality. The speed of the play also seems realistic. Passing and shooting are easy and intuitive in the new FIFA, but control of passes may not be quite as precise as in ISS 64. Still, it's very good and you have control options ranging from Amateur, in which the computer does everything, to World Class, in which you do all the fancy footwork.

GAME DESIGN Virtually every professional soccer team on the planet has been crammed into this Pak. Not only can you play in the World Cup tournament, but you can play English leagues or regional action in South America, or anywhere else. You can play indoor soccer, as well, for high-scoring action.

SATISFACTION Soccer is no longer a one game category for the N64. If you don't have ISS 64 already, be sure to play and compare it to the new FIFA.

SOUND You can switch audio elements on and off and control the volume, as well. The commentary actually makes sense most of the time.

COMMENTS Dan: *This is the FIFA that was really meant for the N64.* Jason: *Hands down the best graphics for an N64 sports title.*

8.1

OVERALL RATING

GRAPHICS=9.0 PLAY CONTROL=7.9 GAME DESIGN=7.9 SATISFACTION=7.9 SOUND=7.7

Nintendo
GAME BOY
JAMES BOND 007
K-A
Nintendo

JAMES BOND 007

- Nintendo/4 Megabits
- 1 player
- Battery-backed memory
- Super Game Boy enhancements
- 11 stages

EVERYONE E CONTENT RATED BY ESRB

SCORES

H-6.5

SP-7.4

M-4.6

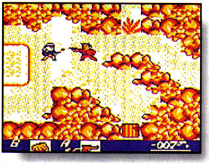
S-5.4

T-7.1

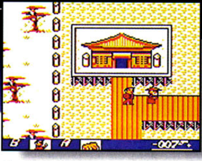
Agent 007 shakes up Game Boy in a new adventure.

GRAPHICS The development team at Nintendo and Saffire were heavily influenced by the overhead gaming experience of adventure games such as Link's Awakening, and it shows to good effect.

PLAY CONTROL Because of the sharp graphics, moving around this dangerous, cloak-and-dagger world is easy, but staying alive isn't such a breeze. Some of the hit-detection areas seem overly large. But, once you start picking up better weapons and shields, thanks to careless enemies and Q branch, you'll have the edge.



GAME DESIGN James Bond 007 features an original plot, but characters like Odd Job and Jaws are familiar. It feels like a Bond adventure, which means that it's heavy on the fighting and shooting. Players will also have to use their heads to solve puzzles.



SATISFACTION Bond and adventure fans will have hours of fighting, searching and wry dialogue to keep them up at night. But if you're expecting Goldeneye on Game Boy, don't.

SOUND When the Bond themes kick in, it's terrific. There's enough variety to keep you from turning the sound down or off.

COMMENTS Scott P: *It's late, but it's great.* Henry: *The story and missions are fitting to the Bond theme.*

6.2 OVERALL RATING

GRAPHICS=**6.4** PLAY CONTROL=**6.2** GAME DESIGN=**6.4** SATISFACTION=**5.8** SOUND=**6.0**

Nintendo
GAME BOY
MAUI MALLARD
COLD SHADOW
K-A

MAUI MALLARD: IN COLD SHADOW

- Sunsoft/4 Megabits
- 1 player
- 6 stages
- No save feature

EVERYONE E CONTENT RATED BY ESRB

SCORES

E-6.2

J-6.5

SP-6.6

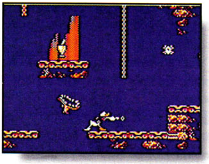
S-5.0

T-6.6

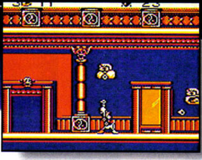
The fastest beak in the South Seas is back on the case.

GRAPHICS The levels are based on the Super NES game and they're almost as detailed, which is pretty impressive for a Game Boy title. The side-scrolling and animation is smooth.

PLAY CONTROL The Game Boy version of Maui Mallard may actually be a bit easier than the Super NES game, and some of that is due to the play control. There is a bit of drift during jumps, but you soon get used to it.



GAME DESIGN Essentially the same game as the Super NES Maui Mallard, this version has fewer stages and challenges. It is a platform game with a definite maze element and some cool ninja moves that the hero learns along the way.



SATISFACTION For players who missed the Super NES version, this Game Boy title does a good job of recreating the fun and much of the challenge. Platform action fans should enjoy the trip.

SOUND Like many Game Boy games, the music is fairly simple and repetitious.

COMMENTS Erich: *Disney/Bonsai (the developers) tried to fit everything in. This made for small treasures that are hard to see.* Scott P: *A bit easier than the Super NES version and fewer levels, but a solid game especially for action players who missed the first version–and there are a lot of you.*

6.2 OVERALL RATING

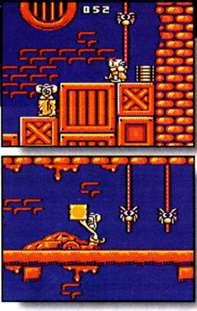
GRAPHICS=**6.4** PLAY CONTROL=**5.6** GAME DESIGN=**6.4** SATISFACTION=**6.0** SOUND=**6.0**

GAME BOY

THE FIDGETTS

- Jaleco/2 Megabits
- 1 player
- Passwords
- Time limits

EVERYONE E CONTENT RATED BY ESRB



SCORES

J-6.2

M-3.1

SP-5.8

S-5.0

T-6.3

Two mice are running out of time in this Game Boy puzzler.

GRAPHICS Cute mice and nicely detailed backgrounds give The Fidgetts an appealing look that disguises the difficulty of the game play. Beware!

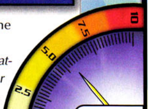
PLAY CONTROL Jumping or lifting boxes is accomplished simply enough in The Fidgetts, but the delay when you shoot the slingshot makes some simple tasks overly difficult.

GAME DESIGN This unheralded title from Jaleco was created for Europe, which is evident in the number of language choices available. The puzzles in each level are made all the more difficult by the limited time you have to complete them. The idea of guiding multiple characters through puzzle stages was done more elaborately in The Lost Vikings, but the Fidgetts does a good job.

SATISFACTION The puzzles aren't very tough but the levels are challenging due to their length, the time limit, and the poor shooting play control. Most players will put in some serious time scampering through this mouse trap.

SOUND Like many Game Boy games that require you to repeat levels until they are perfected, sound here can become pretty annoying.

COMMENTS Scott P: *If you don't mind repeating stages until your head explodes, this is your game.* Jason: *Coordinating both mice is tough, but it's more satisfying than MK Mythologies.*



5.2

OVERALL RATING

GRAPHICS=**5.2** PLAY CONTROL=**4.8** GAME DESIGN=**6.0** SATISFACTION=**5.2** SOUND=**4.4**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures

MARTY-Sports, Action, Adventures

ERICH-Sports, RPGs, Adventures

HENRY-Fighting, Action, Sports

JASON-Adventures, Action, Puzzles

PAUL-Fighting, Sports, Simulations

SCOTT D.-Action, Fighting, RPGs

SCOTT P.-Sports, Simulations, Adventures

SONJA-Puzzles, RPGs, Fighting

TERRY-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR: Games that were released prior to the commencement of the ratings system are designated NR.

E: All Ages

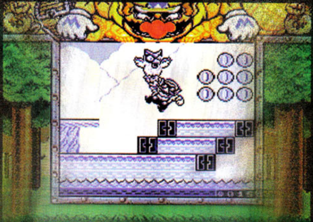
EC: Early Childhood

T: Teen (13+)

M: Mature (17+)

AO: Adult (18+)

Wario Land 2



The insanity begins...

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

ALL-STAR BASEBALL

Acclaim on the diamond.

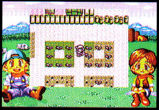
NHL BREAKAWAY '98

Acclaim on the ice.

WWF: WARZONE

And Acclaim on the mat?

HARVEST MOON



Bounty for the Game Boy.

GIANT GAME BOY

IS THE LITTLE SYSTEM THAT COULD

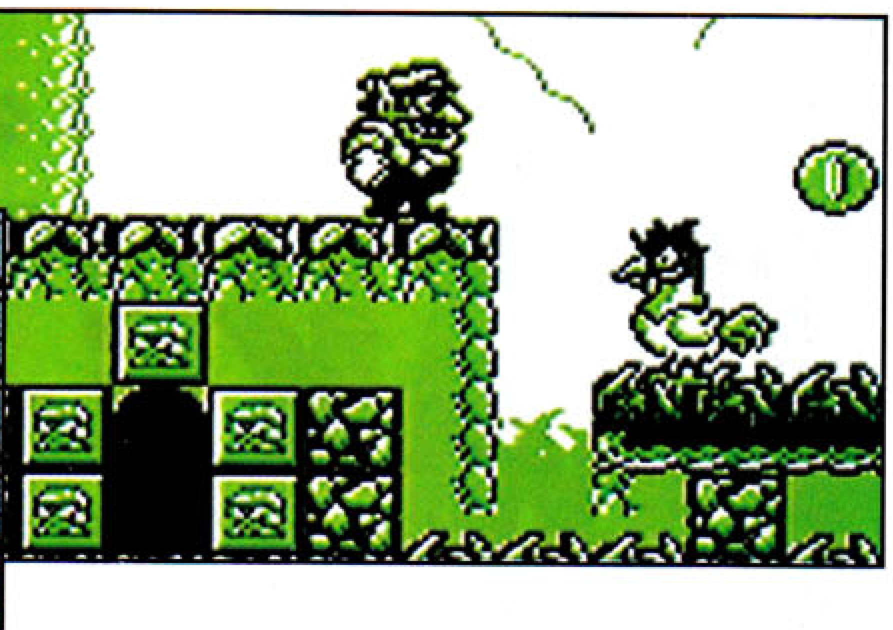
OFF
ON
POWER
COOL NEW COLOR
GAME BOY pocket
Nintendo
B
A
SELECT
START

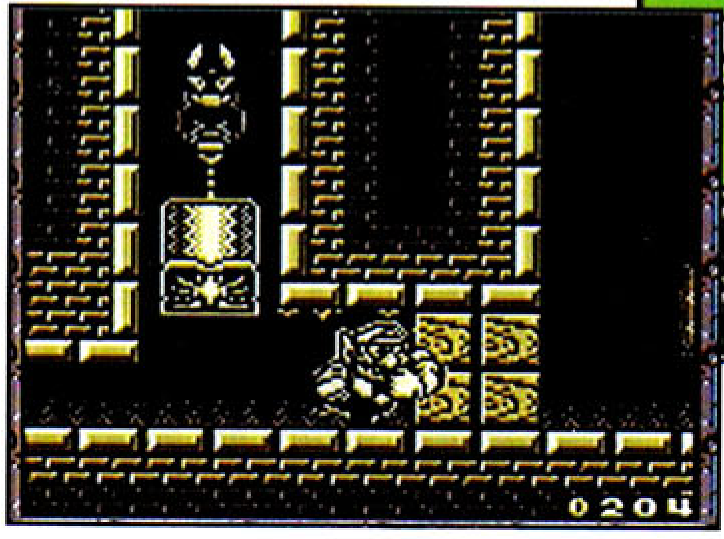
The Ice Blue breed of Game Boy arrives this month.

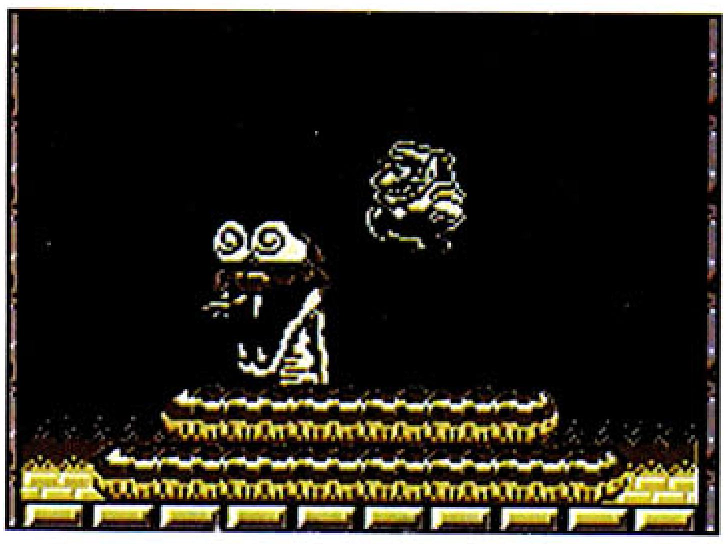
Since the release of Game Boy pocket, a quiet revolution has been going on around the world. It's the resurgence of the Game Boy as a major player in the video game industry. Recently, we've seen some great games, such as Turok: War of the Bionosaurs and James Bond 007. More are on the way—Wario Land 2 from Nintendo and Mickey Mouse Magic Wand to name two. Later in Pak Watch we'll tell you about projects like Konami's Goemon for Game Boy and a new Looney Tunes title from Kemco. Natsume has two unique RPGs, Harvest Moon and The Fishing Adventure. In Japan, Super Game Boy II is set to come out, featuring a Game Link port and new, preprogrammed borders. In North America, the Ice Blue version of Game Boy pocket is being introduced. Next fall, Poke'mon (Pocket Monsters in Japan) is set to sweep North America. For Game Boy fans, it just keeps getting better.

WARIO LAND II

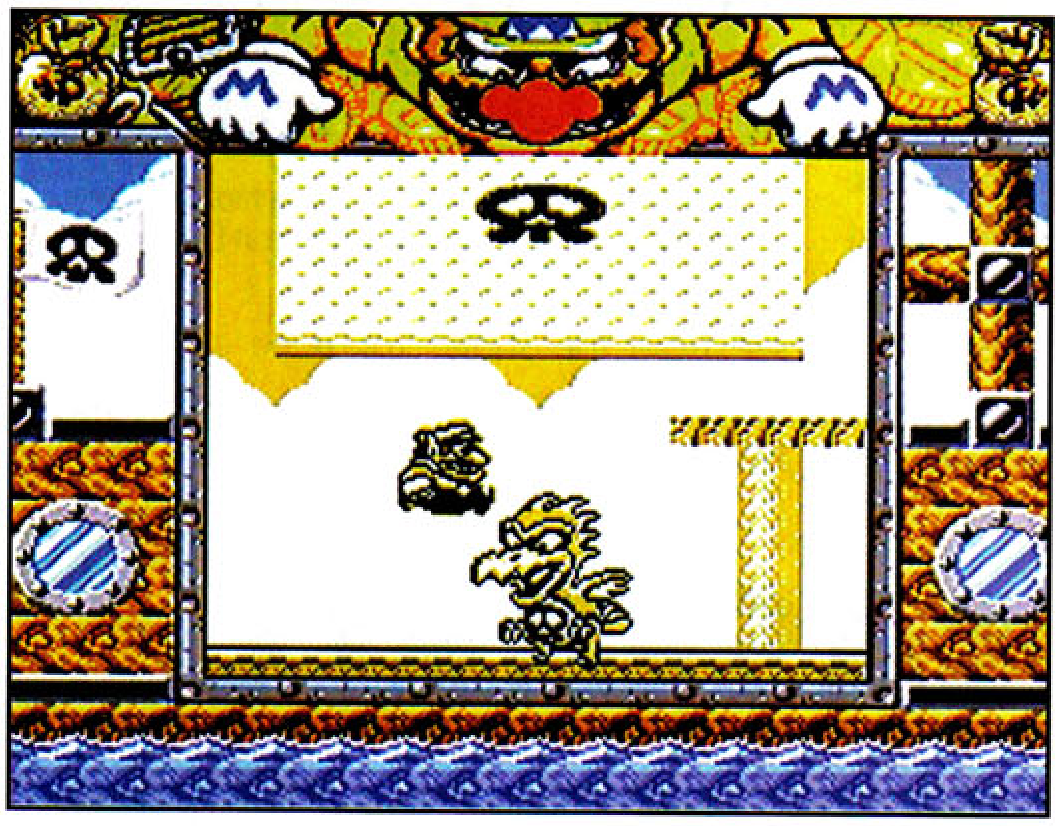
Nintendo's Bad Boy



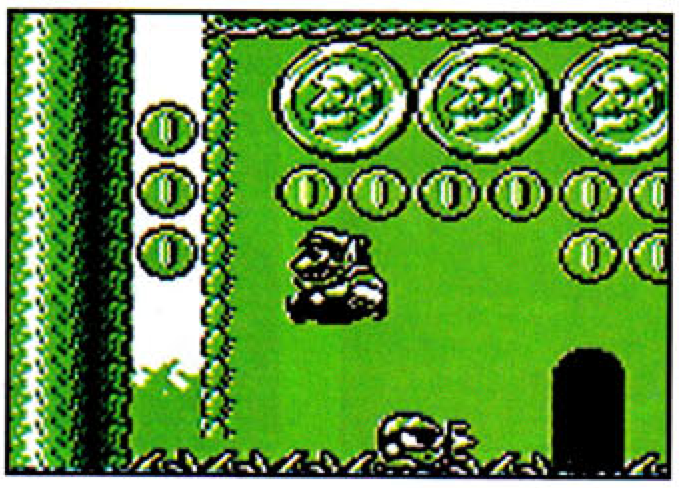




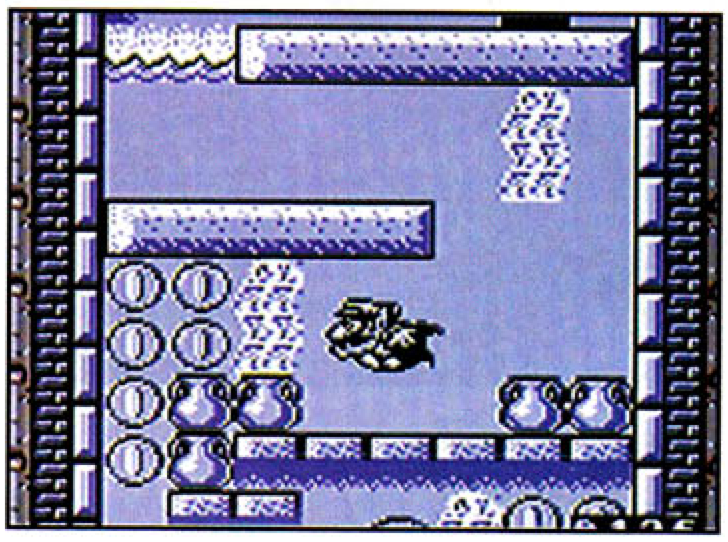
Nintendo's bad boy returns in March for his second starring role on Game Boy. Wario Land II covers new territory in two ways. It's the first original, eight-megabit Game Boy Game Pak ever, and every bit is mega-packed. And Wario Land II features a "no-die" form of game play that is revolutionary in a platform action game. Although the "no die" element suggests that Wario Land II might be a breeze, it really doesn't work that way. Having just received the final version of the game at Pak Watch, we found it to be very engaging and full of challenges. In some areas of the game you may not lose Wario, but you may have to repeat the area until you solve a puzzle or beat a boss. The object of Wario Land II is to find treasure in Wario's Castle and to try to figure out who has been booby-trapping the place. In each chapter, you're given a simple goal, like turning off the faucets that are flooding the castle. Then you have to set out to find the goal.

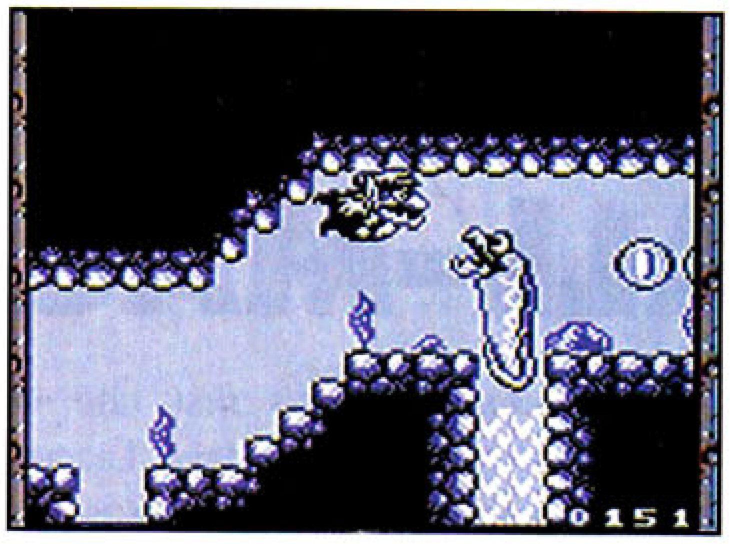


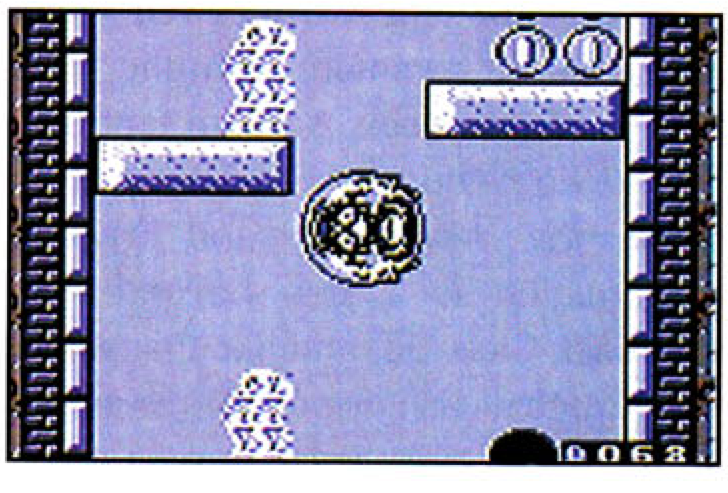
As is the case in the original Wario Land game, your path often takes detours and leads to secret bonus areas. Unlike that game, however, you don't look for special hats to help you on your way. Instead, Wario must be transformed in comical ways. For instance, in the basement stage, Wario runs into a gap that he can't cross because he falls down the hole, and there is no way to jump across. The solution is to let Wario get pounded flat by an enemy in the basement. Once he's been pancaked, Wario is too wide to fall through the crack, so he can move on to the next area. That kind of puzzle-solving is at the heart of this game. As for the graphics, Wario Land II is the richest of the Mario/Wario series to date, and the Super Game Boy sound and border is very impressive. Battery-backed memory and the auto-save features add to the mix. For action fans, this game is as rich in its small format as Yoshi's Story is on the N64, and it will be available next month.



> **"Wario Land II features 'no-die' game play that is revolutionary in a platform action game."**



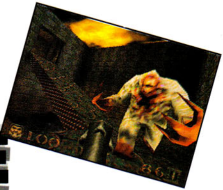


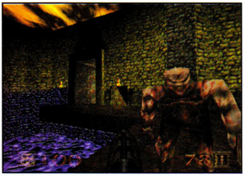


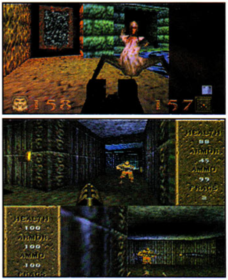
Pak Play

Hands-on previews of upcoming games.

MIDWAY SET TO SHAKE, RATTLE AND ROLL WITH QUAKE 64





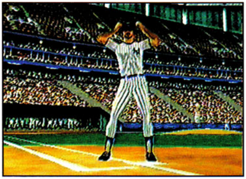


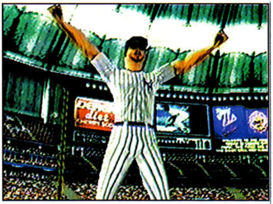
The 3-D baddies in Quake 64 are more realistic and more hideous than those in Doom 64, and smarter, too.

In spite of an only partially successful revamp to make Quake 64 a multiplayer game, and a near embargo on screen shots from id Software, Midway's port of the hit PC game is nearly complete. Although Pak Watch has had a playable version for over a month, we weren't previously allowed to take screen shots. All that is changing, however, as the final game elements are in place. For those of you unfamiliar with Quake and its success in the home computer market, it is the incredibly successful follow-up to Doom from id. It, too, is a first-person, 3-D shooter with hideous, demonic creatures who want only to dine on your internal organs. The only thing that keeps you alive is an arsenal of weapons fit for Rambo. The biggest innovation in the N64 version of Quake is the two-player death match mode. After seeing GoldenEye at E3, the developers at Midway wanted to give Quake a four-player option, but technical reasons and deadlines kept it down to two players. Still, the multi-player matches are fun, as is the adventure mode. The same development team that created Doom 64 has gone the next step in the Quake remake. The detailed graphic environments have some pretty horrific monsters living within their walls now, as you can see from the shots. You'll be able to see more of this game when we cover it in full in next month's Nintendo Power.

ALL-MACARENA BASEBALL

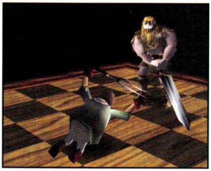
The animation looks first rate in Acclaim's upcoming Major League Baseball entry for the N64, but we suspect that the preview tape we received won't have much in common with the final game. As a sneak peek, Acclaim sent us a video showing a bunch of Yankees players dancing the Macarena and YMCA. The animation is a step beyond NFL Quarterback Club '98, and like that game, All-Star Baseball will use the hi-res graphics mode of the N64. Acclaim promises a closer look next month and hopes to release the game in April at the beginning of the '98 MLB season.

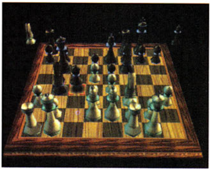


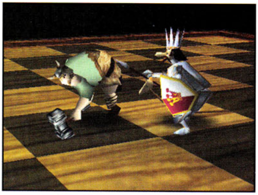


GRAND MASTERS CONCEED TO VIRTUAL CHESS

One of the most ancient and popular games of all time is getting a 3-D facelift on the N64, thanks to Titus. Virtual Chess 64 features a version of Titus's world champion chess engine for 1996 and 1997. This brainy game really knows its moves, but that shouldn't scare off new chess players, because Titus has also included a chess tutorial presented by Titus the Fox and an "artificial stupidity" option that gives you a fighting chance. But Titus didn't stop there with its list of features. The most radical options are the four-player modes in which four players can take on the CPU in four separate matches. One very enterprising player can even play four matches at once against the N64.





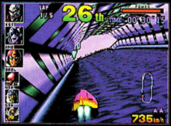


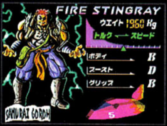
Certainly there is enough challenge in Virtual Chess 64 to keep even a Grand Master on the run, and if you really want some action, you can play your matches in 3-D battle mode. In this mode, dozens of animations show the conflict between pieces in real-time, 3-D action. Battle mode doesn't change the nature and strategy of chess, but it adds to the fun. Eric Caen, president of Titus, knows a thing or two about chess since he was a junior champion in his native France. Now, Eric hopes to spread his love of the game through the interactive medium of the N64. Titus continues to be active in the international computer chess community, as well. In the recent Grand Master Tournament in Clichy, France, Virtual Chess ranked fourth in total scoring with 2400 ELO points. The other competitors were carbon-based rather than silicon-based intelligences. Not bad for a machine.

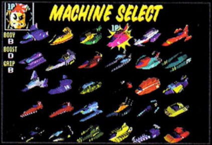
MORE OF Z'S PLEEZE

Pak Exclusive

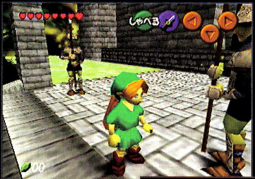
Hold the presses! EAD, Nintendo's main game development division in Kyoto, sent us these shots just before our print deadline, but we were determined to share them with you. These exclusive pics of the two big Z games, Zelda 64 and F-Zero X, show some never-before-seen elements, like the castle in Zelda and the vehicle selection screen in F-Zero X. Can you believe all those cars? Clearly, Zelda 64 and F-Zero X remain on track.

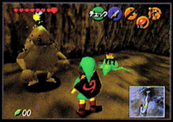




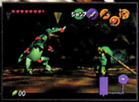


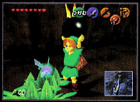
Samurai Gorah and a host of other seedy space racers show up to compete on the blindingly fast F-Zero courses.

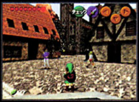


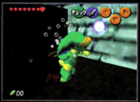


Link explores the palace, then helps a cave dweller. Notice the inset map at the lower right.









...just catching some Zs

Pak Focus

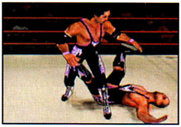
Behind the scenes of game development

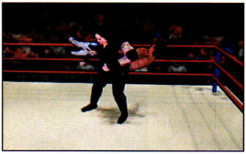
WHAT'S UP AT IGUANA WEST

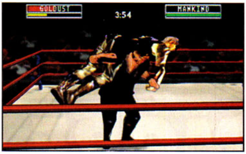
You wouldn't expect to find one of the leading game developers in the U.S. tucked into offices above a juice bar in Salt Lake City, but if you want to find Iguana West, formerly known as Sculptured Software, that's where you have to look. Recently, Pak Watch braved the snow and sleet of winter in Utah to check out two N64 projects for Acclaim that are in the works at Iguana West. But first, a little history. During its days as Sculptured Software, Iguana West created some of the biggest hits for the Super NES, including the Star Wars series, in conjunction with Lucasarts, and NCAA Basketball and NHL Stanley Cup for Nintendo. At a time when most developers thought 3-D gaming was just a big piece of pie in the sky, Sculptured Software found ways to bring realistic, 3-D simulated action to the 16-bit gamer. So we traveled to the Great Basin, excited to get the first look ever at WWF: Warzone and NHL Breakaway '98, Iguana West's first 3-D games for the N64. We wanted to know if more than the name had changed.

Wrestlemaniacs

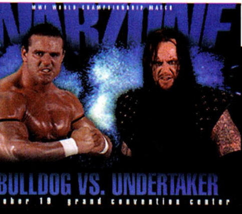
Professional wrestling is not a sport for the timid or the sane. You have to be a little twisted to dress up in tights and grapple with a 300-pound, python-armed opponent while thousands of fans scream for your head. Of course, a lot of it is show business, and the development team at Iguana West seems to appreciate that. Although the game was still in component pieces during our visit, we noted two main focuses. First, WWF: Warzone will have a lot of flash. In fact, the game will play out something like the televised WWF events, beginning with your arrival at the arena in a stretch limo, accompanied by a gorgeous groupie. During the tournament, you'll see 3-D cinematic animations of the other wrestlers who have grudges against you—the fools—and as part of the game you'll have to put them in their places. The flash in WWF doesn't stop there. The animation, which uses motion-capture data collected at Acclaim's state-of-the-art stu-



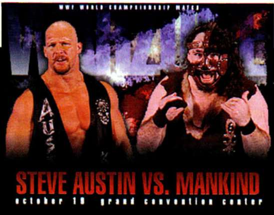




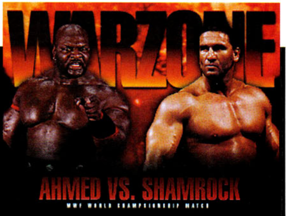
GOLDUST
3:54
MANKIND



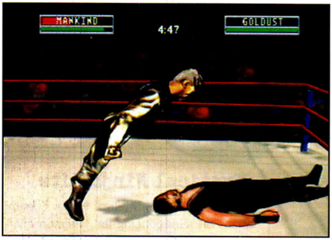
WWF WORLD CHAMPIONSHIP MATCH
BULLDOG VS. UNDERTAKER
ober 18 grand convention center



WWF WORLD CHAMPIONSHIP MATCH
STEVE AUSTIN VS. MANKIND
october 18 grand convention center



WARZONE
AHMED VS. SHAMROCK
WWF WORLD CHAMPIONSHIP MATCH



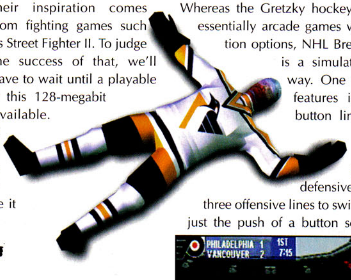
dio in New York, wouldn't be much smoother if it were live. Iguana hired two unknown pro wrestlers to perform the stunts and moves. But they also used the digitized images of each of the pros for the creation of the grudge challenges and to create some of the most life-like skin textures we've ever seen. When the Undertaker is in the ring, you recognize every feature. For fans, that's a huge plus.

Get into the action

The best gimmick, and maybe the coolest feature in the game, has got to be the custom character editor. With this option you get to create a wrestler from scratch, choosing his (or her) physical characteristics, attributes, and even the costume. You begin by choosing one of 12 body types, including one female model, then you set physical features such as hair style and color. Maybe you want a Mohawk or a beard—it's all up to you. Dressing to kill is even more of an exercise in choice. With 25 preset costumes, each consisting of 10 pieces such as shoes, shorts, etc., and the ability to mix and match pieces any way you want, you can give your WWF contender any sort of look. When you've got your wrassler ready to rumble, save the data on a Controller Pak and take it to a friend's house. By winning matches, you'll gain points that can be spent to increase your speed, strength and other attributes.

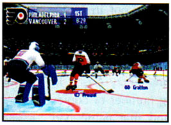
On the mat

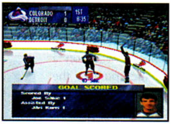
After all the glitter and flash of the graphics and custom editor, you're probably wondering what the game play is like. Well, so are we. It's still in the construction phase. Certainly all the pieces are there, like excellent animation and a library of 600 moves used by the real WWF stars. The design team wants to avoid making WWF another button masher like so many previous wrestling games, and their inspiration comes from fighting games such as Street Fighter II. To judge the success of that, we'll have to wait until a playable test version of this 128-megabit brawler is available. Iguana and Acclaim hope to complete the game by July and release it in September.

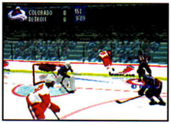


The game plan

The second game we saw at Iguana West was NHL Breakaway '98, a hockey simulation that began life as a PlayStation title and has now stepped up to the N64. That was good news to us, because we had been dying to play this game ever since we had sneaked a peak at E3. As it turns out, NHL Breakaway for the N64 benefitted from coming second to the PlayStation title. The programmers received valuable input about features that should be changed and improved in the game, and they worked them into the N64 version. One of those changes is the new default speed setting. Another improvement made to the 64-bit game was better defensive and offensive AI. The most obvious change, however, is to the graphics. The popping panels and pixelated players of the PSX have given way to the smooth, detailed backgrounds and characters of the N64. Part of this is because they've included new 3-D models and part is the result of using the N64's built-in graphics processing tools.

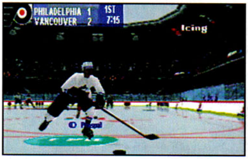






On the ice

Whereas the Gretzky hockey games are essentially arcade games with simulation options, NHL Breakaway '98 is a simulation all the way. One of the best features is the one-button line selection option. Players can set up two defensive lines and three offensive lines to switch out with just the push of a button so it doesn't interrupt the flow of the game. You can also set or change offensive and defensive strategies at any time, including arranging power play, penalty kill, and two-men down formations, or enabling options such as fatigue, tag mode, goalie control and amount of contact. In addition to the NHL teams, 16 international teams (the same 16 national teams appearing in the Olympics) are included.



Leaving Salt Lake

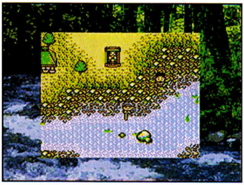
The result of months of 16-hour (or longer) days is a good-looking hockey game that rivals Gretzky, with six cameras, 30-frame per-second animation, Rumble Pak and Controller Pak compatibility, one- to four-player modes, NHL and NHLPA licenses, and some excellent game options. Playing NHL Breakaway was the highlight of our day at Iguana West, and it proved that the attention to detail for which Sculptured Software was famous is still part of the game plan at Iguana. With enthusiasm, creative ideas and considerable talent, Iguana West should be a great addition to the Acclaim and N64 families.

Pak Peeks

What's breaking in the world of games.

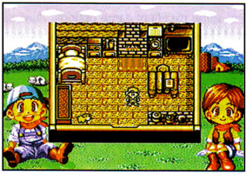
Fishing for RPGs

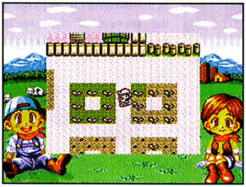
Natsume has an uncanny knack for finding unusual, but entertaining, games in the Japanese market and bringing them out in North America. The Fishing Adventure, due to be released in March, is the latest find, and it's possibly the most unusual RPG to date. Not only does this game have an RPG adventure based on catching a fish with magical healing powers, it also has a nurturing game very much like Tomagotchi. In this game, you create a virtual fish tank and raise a fish from egghood. Weird, definitely, but also captivating, as is the RPG. Nintendo Power will take a closer look down the road...or down the stream.



The harvest is in

Natsume's success with last year's surprise RPG hit, Harvest Moon, has prompted the publisher to bring a Game Boy version of Harvest Moon to North America for release this spring, probably in April or May. In the case of this game, its appearance on Game Boy doesn't mean that it's smaller. In fact, the game has you doing more with additional characters, and more complexity than the original Super NES game. One major change is that you can play the role of a man or woman. You can choose a cat rather than a dog, which we suppose is particularly useful if you have mice in the barn. With excellent graphics, hours and hours of game play, and a solid reputation, this new Harvest should be the best ever. Thanks, Natsume.



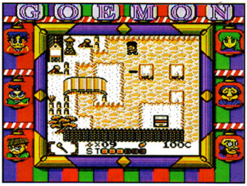


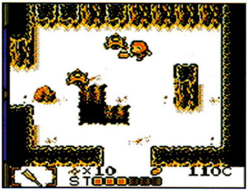
M-I-C-K-E-Y M-O-U-S-E

Mickey Mouse Magic Wand, a Game Boy title from Kemco that appeared in Europe and Japan, is now coming out in North America from Nintendo of America. Kemco and Nintendo teamed up earlier to bring Game Boy players the Player's Choice title, Bugs Bunny Crazy Castle II, which sold an amazing number of copies over the past year—and that game had been previously released in North America. Kemco has more Game Boy plans, as well. Our Pak Watch source at Kemco revealed that the publisher has begun work on a new puzzle game that incorporates the Looney Tunes license. Design documents on the game hint that play may have been inspired by the hit, Tetris Attack, from Nintendo. We probably won't see the finished product until next fall. On the N64 front, Kemco is working on four titles, including Twisted Edge Snowboarding, Knife Edge and two undisclosed titles.

Mystical Ninja Lite

Call it the year of Mystical Ninja. Konami plans on reintroducing the Goemon character to North America in two forms. You already know about the N64 game; now, close on its heels is a Game Boy Mystical Ninja that is also due to be released early this year. The two titles may share some of the same story elements and characters, but the play experience is quite different. The Game Boy Mystical Ninja is much closer to the original Super NES Mystical Ninja game, which itself was comparable to a Zelda game. There's lots of action in the overhead perspective, plus a continuing plot and interaction with good and bad characters. You can play with two characters in addition to Goemon. Ebisumaru is a happy-go-lucky guy, and Sasuke is a robot ninja. Although the setting is during the Edo period in Japan, the game action is universal and challenging. A password allows players to save their adventures as they progress. The N64 Goemon may have the flash, but this Game Boy sibling is every bit as fun.





COMING SOON

Players choose, and other news

Perhaps the best news of the month comes from Nintendo of America, which recently announced the creation of a Player's Choice lineup of N64 games with a new, lower price point. The first batch of N64 Player's Choice titles includes Super Mario 64, Star Wars: Shadows of the Empire, Turok: Dinosaur Hunter, and four other titles, all selling for an amazing $39.95 MSRP. Bargain prices are nothing new in the video game world, but a price like this on these best-selling titles is unprecedented. Welcome to the feast.

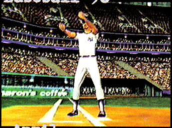
Not quite ready for feasting is Tonic Trouble from Ubi Soft, which is still several months away from release, but progressing nicely according to our sources. What's in store for Ed the alien? He'll run into killer veggies, an upside down pyramid world and an underwater Atlantis, for starters. We hope to have a full preview for you next month. On another front, Ubi has also decided against publishing the two Seta titles, St. Andrews Old Course and Wild Choppers.

Next month, we also hope to have screen shots and more information on Milo's Bowl-o-Rama for the N64 from Crave Entertainment. Crave tells us that Milo's is not your run-of-the-mill bowling simulation. In fact, this game may turn out to be quite a surprise. Parts of the game are more like miniature golf with obstacles in the lanes. Another element of the game allows you to open new areas by achieving special goals.

Virtual Chess 64

March

All-Star Baseball '98

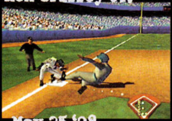


April

NBA Courtside

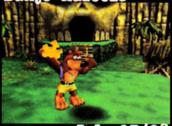
April 27 '98

MLB featuring Ken Griffey Jr.



May 25 '98

Banjo-Kazooie



July 27 '98

WWF: Warzone

WARZONE
HUNTER vs. AHMED JOHNSON

September

PAK WATCH

RELEASE FORECAST

N64

1080° SNOWBOARDING	SPRING '98
ALL-STAR BASEBALL '98	SPRING '98
BANJO-KAZOOIE	SUMMER '98
CONKER'S QUEST	SUMMER '98
DRACULA 3-D	SUMMER '98
DUAL HEROES	SUMMER '98
EARTHBOUND 64	FALL '98
EARTHWORM JIM 3	SUMMER '98
F-ZERO X	SUMMER '98
FORSAKEN	SPRING '98
GEX II: ENTER THE GECKO	SUMMER '98
HYBRID HEAVEN	SUMMER '98
KNIFE EDGE	FALL '98
LASTLEGION UX	SPRING '98
MISSION: IMPOSSIBLE	SUMMER '98
MLB FEATURING KEN GRIFFEY, JR.	SPRING '98
MLB STRIKE ZONE '98	SPRING '98
MORTAL KOMBAT IV	SUMMER '98
NBA COURTSIDE	SPRING '98
NBA IN THE ZONE '98	WINTER '98
NHL BREAKAWAY '98	WINTER '98
QUAKE 64	WINTER '98
QUEST 64	SPRING '98
SILICON VALLEY	SUMMER '98
SPACE CIRCUS	SUMMER '98
SUMO 64	SPRING '98
TONIC TROUBLE	SPRING '98
TUROK 2	SUMMER '98
TWISTED EDGE SNOWBOARDING	SPRING '98
ULTRA LODE RUNNER	SPRING '98
UNREAL	SUMMER '98
VIRTUAL CHESS 64	SPRING '98
WCW NITRO	SUMMER '98
WETRIX	SPRING '98
WWF: WARZONE	FALL '98
ZELDA 64	FALL '98

Game Boy

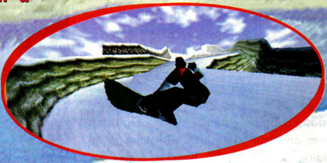
BUST-A-MOVE II	WINTER '98
CASTLEVANIA LEGENDS	WINTER '98
GAME & WATCH GALLERY II	WINTER '98
HARVEST MOON	SPRING '98
THE FISHING ADVENTURE	SPRING '98
MAUI MALLARD IN COLD SHADOW	WINTER '98
MYSTICAL NINJA STARRING GOEMON	WINTER '98
WARIO LAND II	WINTER '98

Coming Next Issue....

Volume 106, March 1998

1080° Snowboarding

Here it comes—1080° Snowboarding, the first snowboarding game from Nintendo! It's rushing into stores faster than a roaring avalanche. Step into our boots next month and take an exclusive run through 1080's five game modes. The stunning photos in next month's review will send shivers down your spine.



Yoshi's Story: Part 2

The first couple of stages in Yoshi's Story might seem like no dino sweat, but there are some sinister scenes in this storybook adventure. Get tips, hints and maps for the final four levels in the game.

QUEST 64

Preview

The wait is over—THQ's Quest 64, the first role-playing game for the N64, will soon land on store shelves. The March issue of Power will include a special Quest 64 preview, complete with an overview of the game's characters, places, features and creatures.

NBA IN THE ZONE

Game developers are aiming for nothing but net with this season's lineup of N64 round ball titles. Next month we'll preview Konami's NBA In The Zone to find out if this title will lead the league.

N64

1. AeroFighters Assault
2. Automobili Lamborghini
3. Blast Corps
4. Bomberman 64
5. Chameleon Twist
6. Clay Fighter 63⅓
7. Cruis'n USA
8. Dark Rift
9. Diddy Kong Racing
10. Doom 64
11. Duke Nukem 3-D
12. Extreme G
13. F1 Pole Position 64
14. FIFA Road to World Cup '98
15. FIFA Soccer 64
16. Fighter's Destiny
17. GoldenEye 007
18. Hexen
19. International Superstar Soccer 64
20. Jeopardy!
21. Killer Instinct Gold
22. Mace: the Dark Age
23. Madden 64
24. Mario Kart 64
25. Mischief Makers
26. Mortal Kombat Mythologies: Sub-Zero
27. Mortal Kombat Trilogy
28. Multi Racing Championship
29. Nagano Winter Olympics '98
30. NBA Hangtime
31. NBA in the Zone '98
32. NFL Quarterback Club '98
33. PilotWings 64
34. Robotron 64
35. San Francisco Rush: Extreme Racing
36. Star Fox 64
37. Star Wars: Shadows of the Empire
38. Super Mario 64
39. Tetrisphere
40. Top Gear Rally
41. Turok: Dinosaur Hunter
42. War Gods
43. Wave Race 64
44. Wayne Gretzky's 3-D Hockey
45. WCW Vs. NWO: World Tour
46. Wheel of Fortune

Super NES

47. Aaahh!!!! Real Monsters
48. Addams Family Values
49. The Adventures of Batman & Robin
50. Aerobiz Supersonic
51. Animaniacs
52. Arcade's Greatest Hits
53. Arcade's Greatest Hits: The Atari Collection 1
54. Ardy Lightfoot
55. Arkanoid: Doh It Again
56. Bass Master II
57. Bass Masters Classic
58. Bass Masters Classic Pro Edition
59. Bassin's Black Bass with Hank Parker
60. Batman Forever
61. Boogerman
62. Breath of Fire II
63. Brunswick's World Tournament of Champions
64. Bust-A-Move
65. Casper
66. Castlevania Dracula X
67. Chrono Trigger
68. Civilization
69. Clue
70. Cutthroat Island
71. Dirt Trax FX
72. Disney's Aladdin
73. Donkey Kong Country
74. Donkey Kong Country 2
75. Donkey Kong Country 3
76. Doom
77. Dragon View
78. EarthBound
79. Earthworm Jim
80. Earthworm Jim 2
81. Emmitt Smith Football
82. FIFA Soccer '97
83. Final Fantasy II
84. Final Fantasy III
85. Final Fight 3
86. Frank Thomas Big Hurt Baseball
87. Harvest Moon
88. Illusion of Gaia
89. Judge Dredd
90. Jungle Strike
91. Jurassic Park 2
92. Ken Griffey Jr. Presents: MLB
93. Ken Griffey Jr.'s Winning Run
94. Killer Instinct
95. Kirby Super Star
96. Kirby's Dream Course
97. Kirby's Dream Land III
98. The Legend of Zelda: A Link to the Past
99. Lemmings 2
100. Looney Tunes B-ball
101. The Lost Vikings
102. The Lost Vikings II
103. Lufia II
104. Madden NFL '98
105. Mario Paint
106. Marvel Super Heroes in War of the Gems
107. The Mask
108. Maui Mallard in Cold Shadow
109. Mechwarrior 3050
110. Mega Man X
111. Mega Man X2
112. Mega Man X3
113. Mega Man 7
114. Might & Magic III: Isles of Terra
115. Monopoly
116. Mortal Kombat II
117. Mortal Kombat 3
118. Mr. Do!
119. Ms. Pac-Man
120. NBA Give 'n' Go
121. NBA Hangtime
122. NBA Jam
123. NBA Jam Tournament Edition
124. NBA Live '97
125. NFL Quarterback Club '96
126. NHL '97
127. Ninja Gaidan Trilogy
128. Ogre Battle
129. Olympic Summer Games
130. Pitfall
131. Primal Rage
132. Revolution X
133. Road Rash
134. Samurai Shodown
135. Scooby Doo Mystery
136. Secret of Evermore
137. Secret of Mana
138. SimCity
139. SimCity 2000
140. Space Invaders
141. Spawn
142. Star Fox
143. Star Trek: Star Fleet Academy
144. Street Fighter Alpha 2
145. Street Fighter II
146. Street Fighter II Turbo
147. Stunt Race FX
148. Super Black Bass
149. Super Bomberman 2
150. Super Mario All-Stars
151. Super Mario Kart
152. Super Mario RPG
153. Super Mario World 2: Yoshi's Island
154. Super Metroid
155. Super Punch-Out!!
156. Super Star Wars
157. Super Street Fighter II
158. Swat Kats
159. Tecmo Secret of the Stars
160. Tecmo Super Bowl III: Final Edition
161. Tetris & Dr. Mario
162. Tetris Attack
163. Timon & Pumbaa's Jungle Games
164. Top Gear 3000
165. Toy Story
166. Ultimate Mortal Kombat 3
167. Uniracers
168. Urban Strike
169. WWF Raw
170. WWF Wrestlemania: The Arcade Game
171. X-Men: Mutant Apocalypse
172. Zoop

Game Boy

173. Adventure Island
174. Aladdin
175. Alien Games
176. Animaniacs
177. Asteroids/Missile Command
178. Battle Arena Toshinden
179. Battle Zone/Super Breakout
180. Black Bass Lure Fishing
181. Blues Bros. Jukebox
182. The Bugs Bunny Crazy Castle 2
183. Casino Funpak
184. Castlevania Adventure
185. Castlevania II: Belmont's Revenge
186. Centipede/Millipede
187. College Slam
188. Contra: The Alien Wars
189. Cutthroat Island
190. Defender/Joust
191. Desert Strike
192. Disney's Pinocchio
193. Donkey Kong Land
194. Donkey Kong Land 2: Diddy's Kong Quest
195. Donkey Kong Land 3
196. Donkey Kong '94
197. Dr. Mario
198. DragonHeart
199. Earthworm Jim
200. Earthworm Jim 2
201. The Fidgetts
202. FIFA Road to World Cup '98
203. 4-in-1 Fun Pak
204. Frank Thomas Big Hurt Baseball
205. Galaga/Galaxian
206. Game & Watch Gallery
207. Hercules
208. Hunchback of Notre Dame
209. Iron Man X-O Manowar In Heavy Metal
210. James Bond 007
211. Jeopardy! Platinum Edition
212. Jeopardy! Teen Tournament
213. Jungle Strike
214. Jurassic Park 2
215. Ken Griffey Jr. Presents: MLB
216. Killer Instinct
217. Kirby's Block Ball
218. Kirby's Dream Land
219. Kirby's Dream Land 2
220. Kirby's Pinball Land
221. Kirby's Star Stacker
222. Lamborghini American Challenge
223. The Legend of Zelda: Link's Awakening
224. The Lion King
225. Looney Tunes
226. The Lost World: Jurassic Park
227. Madden '96
228. Marble Madness
229. Mario's Picross
230. Maui Mallard in Dark Shadow
231. Mega Man
232. Mega Man V
233. Metroid II: Return of Samus
234. Mole Mania
235. Mortal Kombat/Mortal Kombat II
236. Mortal Kombat II
237. Mortal Kombat 3
238. Ms. Pac-Man
239. NBA Jam
240. NBA Jam Tournament Edition
241. NBA Live '96
242. NHL '96
243. Nigel Mansell's World Championship
244. Operation C
245. Pac-Man
246. Paperboy
247. PGA Tour Invitational
248. Primal Rage
249. Q*Bert
250. Samurai Shodown
251. Solitaire FunPak
252. Space Invaders
253. Star Trek: Generations
254. Street Fighter II
255. Super Mario Land
256. Super Mario Land 2: 6 Golden Coins
257. Super Return of the Jedi
258. Sword of Hope II
259. Tamagotchi
260. Tazmania 2
261. Tetris
262. Tetris Attack
263. Tetris Blast
264. Tetris Plus
265. Tetris 2
266. Timon & Pumbaa
267. Tiny Toon Adventures 2
268. Toy Story
269. Turok: Battle of the Bionosaurs
270. Urban Strike
271. Vegas Stakes
272. Wario Blast
273. Wario Land: Super Mario Land 3
274 WWF Raw
275. Zoop

Upcoming Releases & Other Picks

276. Addams Family Pinball (N64)
277. AeroGauge (N64)
278. All-Star Baseball '98 (N64)
279. Andretti Racing (N64)
280. Banjo-Kazooie (N64)
281. Bio Freaks (N64)
282. Body Harvest (N64)
283. Buggie Boogie (N64)
284. Bust-A-Move 2 (Game Boy)
285. Castlevania Legends (Game Boy)
286. Command & Conquer (N64)
287. Conker's Quest (N64)
288. Creator (N64)
289. Cruis'n World (N64)
290Dracula 3-D (N64)
291. Dragon Storm (N64)
292. Dual Heroes (N64)
293. EarthBound 64 (N64)
294. Earthworm Jim 3D (N64)
295. Extreme Sports (N64)
296. F-Zero X (N64)
297. Family Stadium (N64)
298. Forsaken (N64)
299. Freak Boy (N64)
300. G.A.S.P.! (N64)
301. Game & Watch Gallery 2 (Game Boy)
302. Game Boy Pocket
303. Gex II: Enter the Gecko (N64)
304. Harvest Moon (Game Boy)
305. Harvest Moon (N64)
306. Hero's Fishing Adventure (Game Boy)
307. Hybrid Heaven (N64)
308. Kirby's Air Ride (N64)
309. Knife Edge (N64)
310. LastLegion UX (N64)
311. The Legend of the Mystical Ninja (N64)
312. Lego Racers (N64)
313. Magic: The Gathering (N64)
314. Major League Baseball Featuring Ken Griffey Jr. (N64)
315. Mario Paint 64 (N64)
316. Mission: Impossible (N64)
317. MLB Strike Zone '98 (N64)
318. MLBPA Bottom of the 9th (N64)
319. Mortal Kombat IV (N64)
320. Nascar Racing (N64)
321. NBA Courtside (N64)
322. NBA FastBreak (N64)
323. NBA Hardwood Heroes (N64)
324. NBA Live '98 (Super NES)
325. Need for Speed (N64)
326. NFL Blitz (N64)
327. NHL '98 (Super NES)
328. NHLPA and NHL Present Wayne Gretzky's 3-D Hockey '98 (N64)
329. Nintendo 64
330. Nintendo 64 Disk Drive
331. Olympic Hockey Nagano '98 (N64)
332. PilotWings 2 (N64)
333. Poke'mon (Game Boy)
334. Quake (N64)
335. Quest 64 (N64)
336. Quest for Camelot (Game Boy)
337. Rev Limits (N64)
338. Ring Rage (Game Boy)
339. Road Rash (N64)
340. Robotech: Crystal Dreams (N64)
341. Rumble Pak
342. Rush the Rock (N64)
343. SimCity (N64)
344. SimCopter (N64)
345. Snowboard Kids (N64)
346. Space Circus (N64)
347. Space Station: Silicon Valley (N64)
348. St. Andrew's Old Course (N64)
349. Sumo 64 (N64)
350. Super Mario RPG 2 (N64)
351. Super Mario 64 2 (N64)
352. Super Star Stacker (Super NES)
353. Superman (Game Boy)
354. Superman (N64)
355. Tamagotchi (N64)
356. 1080° Snowboarding (N64)
357. Tonic Trouble (N64)
358. Turok 2 (N64)
359. Twisted Edge Snowboarding (N64)
360. Ultra Descent (N64)
361. Ultra Lode Runner (N64)
362. Ultra Soccer (N64)
363. Unreal (N64)
364. Video Systems Racing (N64)
365. Virtual Chess II (N64)
366. Wario Land 2 (Game Boy)
367. WCW Nitro (N64)
368. Wetrix (N64)
369. Wild Choppers (N64)
370. Wonder Project J 2 (N64)
371. WWF: War Zone (N64)
372. Yoshi's Story (N64)
373. Zelda 64 (N64)

COMING SOON

Players choose, and other news

Perhaps the best news of the month comes from Nintendo of America, which recently announced the creation of a Player's Choice lineup of N64 games with a new, lower price point. The first batch of N64 Player's Choice titles includes Super Mario 64, Star Wars: Shadows of the Empire, Turok: Dinosaur Hunter, and four other titles, all selling for an amazing $39.95 MSRP. Bargain prices are nothing new in the video game world, but a price like this on these best-selling titles is unprecedented. Welcome to the feast.

Not quite ready for feasting is Tonic Trouble from Ubi Soft, which is still several months away from release, but progressing nicely according to our sources. What's in store for Ed the alien? He'll run into killer veggies, an upside down pyramid world and an underwater Atlantis, for starters. We hope to have a full preview for you next month. On another front, Ubi has also decided against publishing the two Seta titles, St. Andrews Old Course and Wild Choppers.

Next month, we also hope to have screen shots and more information on Milo's Bowl-o-Rama for the N64 from Crave Entertainment. Crave tells us that Milo's is not your run-of-the-mill bowling simulation. In fact, this game may turn out to be quite a surprise. Parts of the game are more like miniature golf with obstacles in the lanes. Another element of the game allows you to open new areas by achieving special goals.

Virtual Chess 64

March

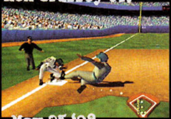
All-Star Baseball '98

April

NBA Courtside

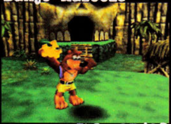
April 27 '98

MLB featuring Ken Griffey Jr.



May 25 '98

Banjo-Kazooie



July 27 '98

WWF: Warzone

WARZONE
HUNTER vs. AHMED JOHNSON

September

PAK WATCH

RELEASE FORECAST

1080° SNOWBOARDING	SPRING '98
ALL-STAR BASEBALL '98	SPRING '98
BANJO-KAZOOIE	SUMMER '98
CONKER'S QUEST	SUMMER '98
DRACULA 3-D	SUMMER '98
DUAL HEROES	SUMMER '98
EARTHBOUND 64	FALL '98
EARTHWORM JIM 3	SUMMER '98
F-ZERO X	SUMMER '98
FORSAKEN	SPRING '98
GEX II: ENTER THE GECKO	SUMMER '98
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KNIFE EDGE	FALL '98
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QUEST 64	SPRING '98
SILICON VALLEY	SUMMER '98
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TWISTED EDGE SNOWBOARDING	SPRING '98
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HARVEST MOON	SPRING '98
THE FISHING ADVENTURE	SPRING '98
MAUI MALLARD IN COLD SHADOW	WINTER '98
MYSTICAL NINJA STARRING GOEMON	WINTER '98
WARIO LAND II	WINTER '98

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok:War of the Binosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63⅓, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

Volume 101 (Oct. '97): Extreme G, Mischief Makers, Mace: The Dark Age, Legion X, Tetrisphere Strategies, AeroFighters Assault, F-1 Pole Position, Super NES Arkaniod, Super NES Space Invaders, Timon and Pumba, Tamagotchi, Donkey Kong Land III, Mortal Kombat I & II (GB).

Volume 100 (Sep. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO World tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (Jul. '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

Volume 97 (Jun. '97): Clay Fighter 63⅓, Hexen Part 1, War Gods, Turok: Dinosaur Hunter Warp Maps, Aladdin: Race for the Rubies, DKL 2: The Final Levels, Space Station Silicon Valley, AeroFighters Assault, Blast Corps Comics, Tokyo Game Show Report.

Volume 96 (May '97): Doom 64 Strategies Part 2, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

Volume 93 (Feb. '97): Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get 'Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3-D Hockey, NBA Hangtime, Star Wars: Shadows of the Empire, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Shadows of the Empire comic, Wave Race 64 Strategies.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

Volume 89 (Oct. '96): Mortal Kombat Trilogy, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Shigeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

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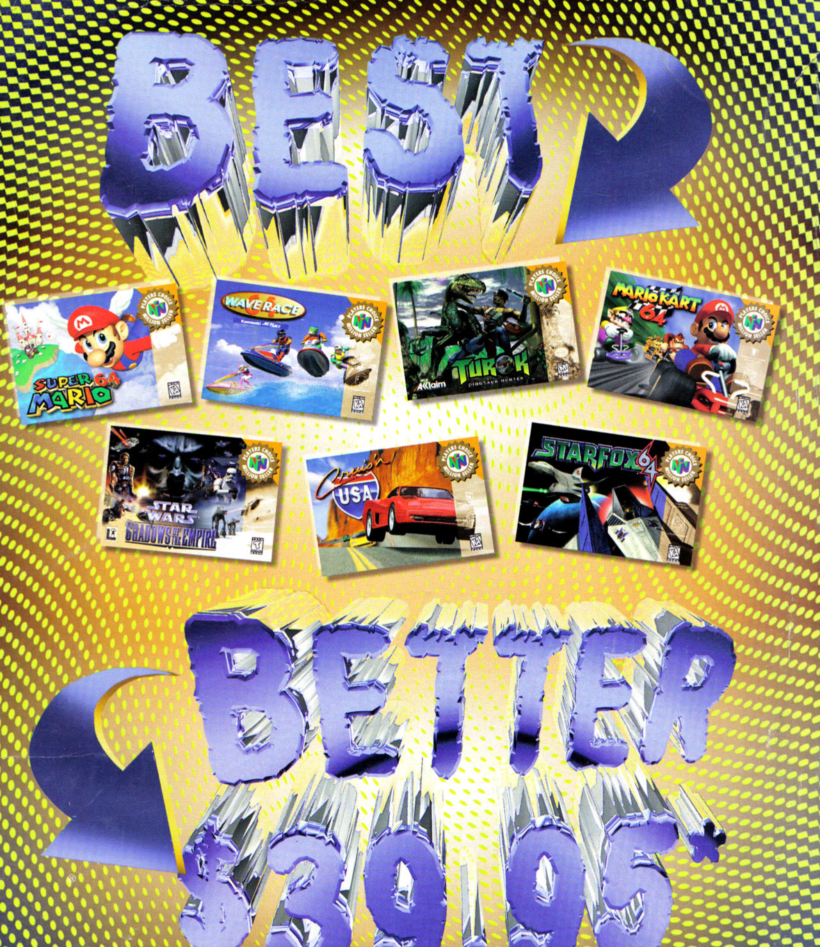
BEST
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TUROK
DINOSAUR HUNTER
Acclaim
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Cruis'n USA
STARFOX 64
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BETTER
$39.95*

*This is the manufacturer's suggested retail price. You're not seeing things. This is for real. Real Player's Choice N64 classics at a really low price. Yeah well, you wonder, at this price something has to be different. OK, so Star Fox doesn't have the Rumble Pak–at $39.95, what do you expect? But you can rock and roll anyway because the action is still packed in every top title you see here. And in case your knuckles are still in your eyes, you may not have noticed these games going for a very cool price.